OSRIC™ 3.0

PLAYER GUIDE

STUART MARSHALL & MATT FINCH

OSRIC™ 3.0

OLD SCHOOL REFERENCE AND INDEX COMPILATION

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Language

OSRIC is proudly (but not expertly) written in British English.

Dedications

In memory of Jerry Mapes and James D. Kramer.

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TABLE OF CONTENTS

INTRODUCTION **4**
  What Is This Game? 4
  How Do I Play? 5

1.0.1. DEFINITIONS **9**

PART ONE: CHARACTERS

CREATING A CHARACTER **10**

CHAPTER ONE: ABILITY SCORES **13**
  1.1.1. Generating Ability Scores 13

CHAPTER TWO: ANCESTRY **19**
  1.2.1. Dwarf 20
  1.2.2. Elf 21
  1.2.3. Gnome 23
  1.2.4. Half-Elf 24
  1.2.5. Halfling 26
  1.2.6. Half-Orc 27
  1.2.7. Human 28

CHAPTER THREE: CHARACTER CLASSES **29**
  1.3.1. Assassin 29
  1.3.2. Cleric 33
  1.3.3. Druid 37
  1.3.4. Fighter 41
  1.3.5. Illusionist 44
  1.3.6. Magic-User 47
  1.3.7. Monk 51
  1.3.8. Paladin 56
  1.3.9. Ranger 60
  1.3.10. Thief 64
  1.3.11. Multi-Classing 69
  1.3.12. Dual-Classing 69
  1.3.13. Weapon Specialisation 70

CHAPTER FOUR: COMPLETING THE CHARACTER **71**
  1.4.1. Alignment 71
  1.4.2. Money, Equipment and Encumbrance 73
  1.4.2.4. Armour Class 80

PART TWO: HOW TO PLAY

CHAPTER FIVE: THE BASICS **83**
  1.5.1. Time Measurement 84
  1.5.2. Distance Measurement 85
  1.5.3. Movement Rate 86
  1.5.3.3. Encumbrance and Base Movement Rate 88
  1.5.4. Light and Vision 89
  1.5.5. Falling 89
  1.5.6. Gaining Levels 89

CHAPTER SIX: COMBAT **90**
  1.6.1. Order of Events 90
  1.6.2. Combat Actions 93
  1.6.3. Combat Modifiers 96
  1.6.4. Item Saving Throws 97
  1.6.5. Turning the Undead 97
  1.6.6. Damage and Death 99
  1.6.7. Life Energy Levels and Level Drain 100
  1.6.8. Morale 100
  1.6.9. Poison, Disease and Insanity 100
  1.6.10. Conditions 102
  1.6.11. Spacing 104
  1.6.12. Unarmed Combat 105

CHAPTER SEVEN: ADVENTURING **116**
  1.7.1. Dungeon Adventures 116
  1.7.1.1. Order of Operations 116
  1.7.2. Outdoor Adventures 122

CHAPTER EIGHT: SPELLS **123**
  1.8.1. General Rules for Spellcasting 123
  1.8.1.4. Schools of Magic 123
  1.8.1.5. How to Read the Spell Descriptions 124
  1.8.2. Cleric Spells by Level 126
  1.8.3. Druid Spells by Level 160
  1.8.4. Illusionist Spells by Level 182
  1.8.5. Magic-User Spells by Level 199

CHAPTER NINE: SAMPLE PLAY SESSION **254**

AFTERWORD **259**

INDEX **260**

INTRODUCTION

WHAT IS THIS GAME?

OSRIC is a fantasy roleplaying game, played around a table (or on a virtual tabletop online), with a Game Master (the GM) who runs the game and with any number of other players, who are the characters and adventurers in the fantasy world the GM describes.

More specifically, OSRIC is a restated, reorganised, and entirely re-written presentation of the rules of First Edition Advanced Dungeons & Dragons (also called "1E"), which was written by Gary Gygax and published by TSR, Inc. beginning in 1977. Many of the terms and concepts in OSRIC are used via a Creative Commons license grant, made by Wizards of the Coast*. OSRIC was first published in 2005 under the Open Game License, and a huge amount of resource material has been created for it, in addition to the original resources from the late 70s and early 80s.

OSRIC 3.0 is fully compatible with the earlier editions of OSRIC, but has been reorganised and reformatted for easier use and for release using the WOTC Creative Commons grant. Third-party publishers may produce and sell resources for OSRIC 3.0 using the OSRIC Third-Party License.

WHAT ARE THE DEFINING FEATURES OF OSRIC 3.0?

There are lots of "OSR" games, OSR meaning "Old School Renaissance," a revival of the out-of-print editions of D&D (and other older games) and entirely new games that use a similar playing style. What differentiates OSRIC 3.0 from other OSR games?

Based on First Edition AD&D. We have made some changes for legal reasons, and a very few changes to "fix" something from 1e, but for the most part OSRIC is a faithful adaptation of the 1e rules.

Middle-Level Complexity. OSRIC falls between the rules-light type of fantasy game (such as the Basic/Expert rules and even Swords & Wizardry/OD&D) and the more intricate and comprehensive rules of later D&D Editions (3e and later). Compared to modern D&D, OSRIC and other "old school" games offer a relatively simple character "build," which makes the game far less complex. The character tends to evolve distinctive abilities based on combinations of magic items and tactical patterns developed by the entire group rather than a pre-planned series of individual character-development choices from the rulebook.

Relies on the GM as a Referee. Like most "old school" systems, OSRIC has fewer rules than modern D&D, using the GM as a referee for common sense rulings.

Holds Together at High Level. OSRIC is more complex than the Basic/Expert types of rulesets, especially in terms of combat and spells, but this complexity allows it to stand up to higher-level play without breaking the system. It is probably best suited for gaming groups that like to have well defined rules for combat and spells, but don't like having too many rules for puzzle-solving, negotiations, acrobatics, or minor tasks.

Involves Reasoning and Puzzle Solving. Like other "old school" games, OSRIC leaves more puzzle-solving and role-playing interaction (bluffing, intimidating, lying) up to the players than modern D&D, which handles a lot of this with die rolls based on the character sheet.

This book, the OSRIC Player Guide, is for everyone playing as a character in the game. The Game Master, who actually runs the game, will also need to read the OSRIC GM Guide.

HOW DO I PLAY?

OSRIC is a role-playing game, meaning that each player takes on the role of a character in a world of swords & sorcery, possibly as an armoured warrior, or a mysterious druid, or a wizardly magic-user. You'll have a character sheet that records information about the character: numbers representing their strength, their health, the equipment they carry, and so on. Your GM might give you pre-generated characters to use, but more experienced players usually prefer to create their own characters (the procedure for creating a brand-new character starts at Chapter One).

There are combat rules for when your character gets into a battle, and you decide what your character says when they are talking to other people in the world. These "other people" are all controlled by the Game Master, who basically acts as the referee for the game. If you're interested in playing the role of the Game Master, there is more advice for you in the OSRIC GM Guide.

Your character is defined by several characteristics, the most important of which are:

- Six ability scores, numbers representing your strength, intelligence, and other core characteristics.
- A character class, which is your training and profession, such as a fighter, thief, or ranger.
- You ancestry, which might be human, dwarven, elven, and several other possibilities.
- Hit points (**HP**), which measure how much damage you can take in a combat.
- Saving throw target numbers, which might allow you to avoid bad events if a saving throw is called for.
- Your equipment, which you purchase from your starting gold and list on your character sheet.
- Your Armour Class (**AC**), which is based on armour you buy and determines how difficult it is to hit you in combat.
- Experience points (**XP**), which increase as you play and allow you to level up in your character class. Leveling up improves your hit points and saving throws, and may give your character additional abilities depending on class.

An example character sheet is included in this book (Part One: Characters), but don't get too caught up in the details just yet.

The game is played in a back-and-forth between the players and the GM, with the players asking questions about what they see, and reacting to what happens with the GM as a kind of referee for the decision making.

There is no game board. Many groups play with miniature figures to show where their characters and the monsters are, but it's not a necessary part of the game. The game is often described as "theatre of the mind," especially when a group isn't even using miniature figures.

GATHERING INFORMATION

GM: You are in the City of Isilquo, where you have rented rooms in the Red Basilisk Inn. Everybody mark off a gold piece for the room. That also covers food and drink. According to what you learned from the wizard in Fanathra, the entrance to the Tombs of Ptoth is just north of Isilquo.

Niorvia the Fighter: I'm going to go into the common room and see if we can find a guide to the Tombs.

Jarvian the Thief: I'll go with Niorvia. We should also find out if there are any rumours about the Tombs. We might find out something useful.

Poldark the Mage: I'll go too. I'll cast my ESP spell before they start talking, and see if I can tell when someone is lying to us.

GM: Are you going to buy drinks for people, or just try to ask around?

Niorvia the Fighter: We'll spend about five gold pieces on drinks for people.

GM: Okay, you find a talkative shepherd who grazes flocks to the north of the city. [The GM rolls some dice on a Rumour Table. Various GMs handle information gathering in different ways. Rumour tables are one method, while other GMs use more role-playing, depending on preference.]

GM: You are able to learn two rumours you think might be useful. The first is that the gates of the Tomb are cursed. Anyone who goes into the Tomb through the gates becomes weaker.

Poldark the Mage: Do I get any more information from the ESP spell?

GM: Only that he believes it's true. According to what he's thinking, he heard about the curse from some adventurers who escaped the Tomb with some treasure but lost two people inside. They decided not to go back in.

Poldark the Mage: Okay, so there's a lot to chew on. Probably a curse, probably temporary. There might be another entrance we could use that gets around the curse.

GM: And that's the second rumour. According to legend, there is a secret entrance to the Tomb. The shepherd doesn't know exactly where it is, but it is supposed to be marked with the Rune of the ... [Continues]

EXPLORING

[About 15 minutes later]

GM: You have gotten through the secret entrance to the Tombs of Ptoth, marked by the Rune of the Destroyer. The entrance is still open behind you unless you want to close it. You're standing in a 30ft by 30ft stone-walled chamber. The exit is in the south wall, and there is an archway in the north wall leading into a very wide corridor, ten feet wide. What kind of light source are you using? You can see in this room because of the open door to the outside.

Poldark the Mage: I light my bullseye lantern. I'm going to have to put it down to cast a spell. We should have hired a torchbearer when we were back in Isilquo.

GM: Okay. That lets you see a little more detail. The corridor leads north for 60ft, and it looks like it goes further, but that's the full range of your lantern-light.

Niorvia: We'll use our standard marching order for a ten-foot wide corridor. I'm in front with the two hired fighters on either side of me. Second rank is Poldark, Ulac and Jarvian, but since we're exploring we will send Jarvian out in front.

Poldark: Are there any carvings over the top of the arch, or anything unusual about it?

Jarvian: I take out my ten-foot pole to check the floor for pit traps...

[The characters proceed into the dungeon]

GETTING ATTACKED BY LIZARD MEN

[Much further into the dungeon, after a battle with some evil lizard men and other clues that this is a complex mostly inhabited by these creatures]

GM: Okay, so you are able to get the door open, but failing the roll the first time means you're not going to surprise anything on the other side. The door swings open, and your lantern light illuminates a large room with a high ceiling. There is a stone idol against the north wall, with jewelled eyes, and an altar in the middle of the room. There are also lots of lizard men picking up weapons and moving toward you. It looks like you interrupted some kind of religious ritual. [Rolls a d6 to see if the party is "surprised", and a result of 4 indicates that they aren't]. You're not surprised. Declare your actions before we roll for initiative.

Niorvia: Exactly how far away are they? And about how many are there?

GM: There are at least 20 of them. The ones closest to you are only fifteen feet away. Two of them standing close to the statue look like they might be spellcasters, because they are wearing fancy robes and lots of necklaces with skulls and other evil-type symbols.

Poldark the Mage: I've got the spellcasters.

Niorvia: Okay, the hired fighters and I will charge into combat if we win initiative or if the lizard men don't move up. Nobody has a missile weapon out, so that's not an option.

Poldark: I'm casting *stinking cloud*.

Jarvian the Thief: Hiding in shadows and then circling around the back of the lizardmen if I can get there.

Ulac the Druid: I've got my spear in hand, so I'll charge with the fighters and use my spear from the second rank.

GM: Roll initiative. [Rolls a 2 on 1d6 for the lizard men, which indicates that the lizard men will be able to take action in the second segment of the upcoming combat round.]

Niorvia: I rolled a 3.

GM: The lizard men are going in 2. If someone had a missile weapon and a dexterity bonus, they might have been able to get off a shot, but no-one is using missile weapons. In segment 2, the front rank of the lizard men charge into combat, and the spellcasters at the back both start casting a spell. Four lizard men reach your front rank, and since they are charging they can also attack. You didn't set spears against charge because you were also going to charge, so they get their attacks. [Rolls some dice]. Lefty the hired fighter takes 4 points of damage. Niorvia, they miss you with your better armour class. Righty is also missed. They can't attack Ulac because he's in the second rank. Okay, in segment 3 you can attack. Their spellcasters aren't finished casting the spells yet.

Niorvia the Fighter: We attack. [She rolls dice for herself and her two hired fighters].

GM: Ulac, which one are you targeting?

Ulac the Druid: [Looks at the battlemat] The one in front of Lefty. [Rolls dice].

GM: [Looks at the dice]. Lefty and Righty both miss. Niorvia and Ulac, you both hit. Roll damage.

Ulac the Druid: 1 point.

GM: [Marks one hit point from the lizard man in front of Lefty].

Niorvia the Fighter: 8 points.

GM: That one is down. There are only three of them directly in front of you. But now, the spellcasters have finished casting their spells. The first one points at you, and a beam of arcane magic shoots from its outthrust hand. All of you need to make a saving throw…

GETTING THE JEWELLED EYE OUT OF THE STATUE

[About 20 minutes later, once the characters have defeated the lizard men]

GM: Niorvia hits for 3 hit points of damage, and the second spellcaster falls dead. That's the last of the lizardmen defending the statue.

Poldark the Mage: And the statue hasn't moved or come to life or anything like that?

GM: No. Not yet, anyway.

Niorvia the Fighter: Do we have a find traps spell?

Poldark the Mage: We don't have a cleric any more, so no.

Jarvian the Thief: Is the statue sitting on a pedestal, or is it just sitting on the stone floor?

GM: It's sitting on the stone floor.

Jarvian the Thief: And it's not attached, so if it animates I think it might be able to stand up?

GM: It's not attached to the stone as far as you can tell.

Jarvian the Thief: Does it have any cracks or joints that make it look like it could move its arms or any part of itself? Like the joints in an action figure?

GM: No.

Jarvian the Thief: I'll push parts of it with the ten foot pole to see if there are any pressure points.

GM: Nothing. Seems to be a completely harmless statue with really valuable gems fixed into the eye sockets.

Niorvia: How about Poldark casts a *detect magic* spell on it?

Poldark: I don't have that spell memorised.

Ulac the Druid: I don't either. We could set up camp and I could memorise it.

Jarvian the Thief: We've already run into some wandering monsters. If we camp out, we're going to get attacked for sure.

Niorvia the Fighter: I take the crowbar out of my backpack and hand it to Jarvian. Climb on up there and dig out those gems, then, Jarvian.

RETURNING TO TOWN

[About 10 minutes later]

GM: Following the sketch map you got from the shepherd, you're able to return back to the city of Isilquo. It takes a full day because you're encumbered with Jarvian's body. That still gives you plenty of time for a raise dead spell as long as you can find a high enough level cleric to cast it.

Niorvia the Fighter: Let's head for the Temple of Poseidon, and we can park the body there while we sell the gems. They ought to bring in plenty of money for the raise dead spell.

Poldark the Mage: Not the Temple of Poseidon.

Niorvia the Fighter: Oh, right. I forgot that you're *persona non grata* with the Sea Priests after that incident with the fireball in Olduwar. (To the DM): Is there another major temple in the city?

GM: You ask a merchant who is walking by, and he tells you that the largest temple in Isilquo is the temple of Ishtar. He can give you directions.

Jarvian the Thief: The Temple of Ishtar doesn't like thieves. Take me to the thieves' guild.

GM and Poldark the Mage: You can't talk; you're dead.

Niorvia the Fighter: I just had a thought. I wonder if there's a thieves' guild here in town?

1.0.1. DEFINITIONS

If this is your first time reading the rules, don't try to read this whole section yet!

Skip it for now, and come back to it for clarification as you are reading the rules.

Ability Score: Also called attribute or characteristic. Six numbers that define a character's Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These numbers have various effects in the game.

Ancestry: A character's ancestry (originally called "race") means their *species*, not their ethnicity. OSRIC games feature a wide variety of non-human ancestries, some of whom (such as elves or dwarfs) can be player characters, but most of whom (such as goblins) can only be NPCs. We use the word ancestry instead of species mainly because "species" sounds too modern.

Character: An individual in the game world, as distinct from a "player", who's an individual in the real world.

Class: Also called "Character Class". This is a character's "type", such as "fighter," "magic-user," and "thief," usually based on training, education, or upbringing. Your character's class is an important decision, because it affects how well the character can do many things in the game. For example, fighters are better at almost everything having to do with fighting than thieves are, but they can't pick a lock.

Demi-human: An ancestry or species of human-like creatures who're normally friendly or well-disposed towards humankind. Dwarfs, elves, and gnomes are examples of demi-humans. Demi-humans contrast with "humanoids", below.

Dice: OSRIC uses dice with various numbers of sides, and there's a shorthand description for using them, so you'll see mention of things like "roll 2d10" or "3d6" or just "roll d10". The "d" means "die" or "dice". A number after the d indicates the number of sides, so the standard cube-shaped die with six sides is called a d6. If there's a number before the d, roll that number of dice and add them together—so "d10" or "1d10" just means to roll one ten-sided die, but "3d8" means "roll three eight-sided dice and sum the total."

- Some computer applications such as virtual tabletops have software dice rollers. If you don't have access to real dice, you can use these.
- If you're using real dice, you'll need at least one d4, d6, d8, d10, d12 and d20 to play OSRIC. More sets will help, and ideally you'll have at least one dice set per player.
- The special notation "d100" or "d100" means roll 2d10 and read the first number as tens and the second number as units. If both dice show "00", read this as "100", so a "d100" roll gives a random number from 1 to 100.

Experience bonus: At the GM's discretion, some characters might get extra experience for having high attributes in one or more "prime requisites". The bonus experience can range up to 10% of the earned experience for an encounter or adventure.

GM: Short for "Game master", the GM is the person whose job is to create the game world, play all the characters who aren't controlled by anyone else ("non-player characters", or NPCs), and adjudicate the rules. The GM isn't normally called a "player". We think of the GM as running the game rather than playing it. The GM's job is to make sure the game is fun and challenging for their players.

Humanoid: An ancestry or species of human-like creatures that are normally hostile or ill-disposed towards humankind. Goblins, hobgoblins, kobolds and orcs are examples of humanoids.

Level: "Level" has several meanings in OSRIC. It can mean a character's progression on their experience chart, the relative power of a spell or creature, or the depth into a dungeon.

Monster: Any creature. A "monster" isn't necessarily hostile, so a "wandering monster" table might include some helpful creatures.

Player: Anyone playing the game who isn't the GM is a player. Most players control one main character (their "player character", or PC). Players might also control secondary characters, such as their main character's followers or pets.

Prime Requisite: In a character class, the most important attribute or attributes. For some classes, a high ability score in your high prime requisites can give you an experience point bonus.

Saving Throw: Many spells, traps, and special attacks by monsters allow you to make a saving throw to avoid or reduce the effect. A saving throw is rolled on a d20. Your "target number" for the saving throw depends on your character class and your level (there is a table for each character class). It also depends on the nature of the threat, such as "aimed magic items," "breath weapon," and so on. *Example:* A level 1 assassin hit by a poisoned dart has a target number of 13 to save against poison (Table 1.3.1.4C: *Assassin Saving Throws*). If the player rolls a 13 or higher, the saving throw succeeds. Most poisons have no effect at all if the saving throw is successful. Lots of saving throws are for the "lesser" of two bad outcomes, such as a fireball spell (where the saving throw reduces your damage by half), and others are like normal poisons, where making the saving throw means there's no bad effect at all.

Weapon Proficiency: Your character has a certain number of "weapons of proficiency" at first level. Your character receives extra proficiencies when they earn higher experience levels. A weapon proficiency is for an individual weapon type with its own entry on the weapons table (so for example, "longsword", rather than "swords"). When a character fights with a weapon in which they aren't proficient, the Non-Proficiency Penalty (for their class) is applied to their to hit rolls.

PART ONE: CHARACTERS

CREATING A CHARACTER

In order, the key steps to create a player character for OSRIC are:

- Generate ability scores
- Select an ancestry
- Select a character class and roll hit points
- Select an alignment
- Roll starting funds and purchase equipment

Optionally, you can also determine your character's height, weight, and age.

If you are reading these rules for the first time, we recommend skimming each section (ability scores, ancestry, etc.) to get a general idea of what's involved. Your GM might have "pregenerated" characters so all you need to learn about is the one character you're going to start playing.

The simplest type of character is a human fighter, so if it is your first time playing, you might want to opt for a human fighter until you are more familiar with the game.

If this is the first time any of the group has ever played a tabletop roleplaying game, it's a good idea to approach it like this:

Create the characters together. Use an equipment "kit" for your first character instead of spending time buying equipment (these can be found in resource PDFs at mythmeregames.com). Once you have played a bit, you'll get a much better sense for what the equipment is used for.

Stick to fighters, magic-users, clerics, and thieves for your first characters. You should have at least one fighter and one cleric.

Don't try to understand all the rules in advance; they will get clearer when you actually start playing.

Ignore the rules for surprise and initiative in your first combat; just roll high-low to see which side goes first; this lets you focus on figuring out how the attack and damage rules work.

In the second combat, add in the surprise and initiative rules.

OSRIC 3.0

PLAYER CHARACTER REFERENCE SHEET

Name:	**XP+:**	**Age:**
Class(es*):	**HP:**	**Height:**
Alignment:	**AC:**	**Weight:**
Ancestry:	**Lvl§:**	**Gender:**
*Multiple Classes:	+Multiple Classes:	§Multiple Classes:

ABILITIES

STR:	To Hit:	Damage:	Encumbrance:	Minor Test:	Major Test:
DEX:	Surprise:	Missile To Hit:	AC:	Agility Save Bonus:	Missile Initiative Bonus:
CON:	HP:	Resurrection Success:	System Shock:		
INT:	Add Languages:				
WIS:	Mental Save:				
CHA:	Max. Henchmen:	Loyalty:	Reaction:		

Movement Rate:

SAVE VS.

Aimed Magic Items	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells

WEAPONS & ARMOUR

Weapons	Damage vs. S-M	Length	Damage vs. L	Rate of Fire	Range (-2 to hit per)	Speed Factor	Space Required	Encumbrance

ROLL REQUIRED TO HIT ARMOUR CLASS

10[10]	9[11]	8[12]	7[13]	6[14]	5[15]	4[16]	3[17]	2[18]	1[19]	0[20]	-1[21]	-2[22]	-3[23]	-4[24]	-5[25]	-6[26]	-7[27]	-8[28]	-9[29]	-10[30]

Armour/Protection	AC	Armour/Protection	AC	Armour/Protection	AC

EQUIPMENT

WEALTH

Coin/Monetary:	Gems/Jewelry:	Other

SPECIAL ABILITIES (ANCESTRY):

SPECIAL ABILITIES (CLASS):

NOTES:

CHAPTER ONE: ABILITY SCORES

1.1.1. GENERATING ABILITY SCORES

A character's personal qualities are represented in the game by six "ability scores" for strength, dexterity, constitution, intelligence, wisdom, and charisma. When you create your character, each ability score has an initial range from 3 to 18. These scores will be adjusted by your character's age and any ancestral modifiers. Higher numbers are better.

Check with your GM to see which of the following methods for rolling up ability scores will be used. This isn't a decision by the individual player; the group should decide which mode of character generation to use, and all characters should use the agreed-on method. All of these were official options in the original version of the game.

Hardest Mode

Roll 3d6 for each ability, in order.

This method leads to quite a challenging game which is fun for people who like to test their playing skill. It's the equivalent of playing a video game on high difficulty. It can also restrict your choices—so for example, you might want to play a cleric, but if the dice give you a low Wisdom score you might be better off choosing a different class. This might lead to you trying a character class you don't normally play, but on the other hand if you really feel like playing a particular role in the game, it's not necessarily fun to settle for something different.

Difficult Mode

Roll 3d6 for each ability score but arrange the rolls in whatever order you choose.

This method keeps the numbers as low as they are in Hardest Mode, but since you can arrange them it's more likely that you will be able to play the character class you want to.

Normal Mode

Roll 4d6 for each ability score and drop the lowest roll for each ability score.

Rolling ability scores using 4d6 and ignoring the result of the lowest die still gets a number between 3 and 18 but the average skews higher, making it more likely that a character will meet the minimum requirements for a desired character class. Characters will also have a better chance to have scores that give bonuses in game play.

Flexible Mode

Roll 4d6 and drop the lowest for each score (as per normal mode), *and* arrange them in whatever order you choose.

Using this method, most character classes will be an option unless a player rolls quite poorly. If your group is more focused on what character classes you want to play, and doesn't mind having slightly inflated ability scores, this is the mode to pick.

1.1.2. STRENGTH

Strength is more than just raw power. It's concentrated force—a high strength score could mean the physical muscle and bulk of a mighty barbarian warrior, but it could also mean the unholy strength of a mummy in its sandy tomb, whose muscles might be rotting but whose will and fury drive its fists with awesome power. Or it could mean a slender but wiry character who has a keen grasp of how to use leverage. You can decide what your character's strength score looks like.

Strength is the prime requisite (most important attribute) for fighters, and one of the prime requisites for paladins and rangers. It affects your character's chance to hit in combat, the damage they do, and the weight they can move, lift or carry.

If your character has 18 Strength and is a fighter, paladin, or ranger, then you can roll a d100 and add that number as a decimal after the 18. A roll of 00 (100) on the d100 means your Strength is 19. Characters who aren't fighters, paladins, or rangers don't get to roll the d100, so if they have 18 Strength, it's just a plain 18.

TABLE 1.1.2A: STRENGTH

STRENGTH	TO HIT	DAMAGE	ENCUMBRANCE (IN LBS)	MINOR TEST (CHANCE ON D6)	MAJOR TEST (CHANCE ON D100)
3	-3	-1	0	1	0
4–5	-2	-1	10	1	0
6–7	-1	0	20	1	0
8–9	0	0	35	1–2	1
10–11	0	0	35	1–2	2
12–13	0	0	45	1–2	4
14–15	0	0	55	1–2	7
16	0	+1	70	1–3	10
17	+1	+1	85	1–3	13
18	+1	+2	110	1–3	16
18.01–18.50	+1	+3	135	1–3	20
18.51–18.75	+2	+3	160	1–4	25
18.76–18.90	+2	+4	185	1–4	30
18.91–18.99	+2	+5	235	1–4 (1 in 6 extraordinary success)	35
19	+3	+6	300	1–5 (2 in 6 extraordinary success)	40

Notes:

- To-hit modifiers apply to your character's roll to hit when you attack with a melee weapon or a thrown weapon, and damage modifiers apply to your character's damage roll with a melee weapon or thrown weapon. Your strength modifiers don't apply when you attack with missile weapons that aren't thrown.
- Your encumbrance allowance is in pounds, and applies to movement and surprise rules. See 1.5.3.3. *Encumbrance and Base Movement Rate* for how this works.
- Minor tests of strength are tasks like forcing a stuck door or lifting a character out of a pit trap. Extraordinary success for extremely strong characters is the chance to perform normally impossible feats of strength, such as forcing a door that's locked or barred shut, or has had *hold portal* or *wizard lock* cast on it.
- Major tests of strength are tasks like bending the bars of a cell or lifting a portcullis.

1.1.3. DEXTERITY

Dexterity in OSRIC means more than just fine motor skills. It also means speed, agility, hand-eye coordination, and even quick wits that give you a faster response time to threats. Your character's dexterity affects their accuracy with missile weapons and their chance to dodge incoming attacks (i.e. armour class). Dexterity doesn't affect initiative scores in melee, but it can affect it in missile combat. See Chapter Six, Combat, for how this works.

A high-dexterity character could be a hooded thief, a flamboyant swashbuckler with a rapier, an agile martial artist with whistling fists, or a stout yet stealthy halfling with a sling. You can decide what your character's dexterity score looks like.

High dexterity is useful for any character class but is particularly important for assassins and thieves. Dexterity is the prime requisite for those classes, and it affects their thief skills. See the table marked "Thief Skills Table—Dexterity Adjustments" under "Thief" for how this works.

TABLE 1.1.3A: DEXTERITY

DEXTERITY	SURPRISE MODIFIER	MISSILE TO HIT MODIFIER	INITIATIVE EFFECT ON MISSILE COMBAT	AC ADJUSTMENT*	AGILITY SAVING THROW MODIFIER
3	-3	-3	+3 to initiative segment	+4 [-4]	-4
4	-2	-2	+2 to initiative segment	+3 [-3]	-3
5	-1	-1	+1 to initiative segment	+2 [-2]	-2
6	0	0	0	+1 [-1]	-1
7	0	0	0	0	0
8	0	0	0	0	0
9	0	0	0	0	0
10	0	0	0	0	0
11	0	0	0	0	0
12	0	0	0	0	0
13	0	0	0	0	0
14	0	0	0	0	0
15	0	0	0	-1 [+1]	+1
16	+1	+1	-1 to initiative segment	-2 [+2]	+2
17	+2	+2	-2 to initiative segment	-3 [+3]	+3
18	+3	+3	-3 to initiative segment	-4 [+4]	+4
19	+3	+3	-3 to initiative segment	-4 [+4]	+4

*For AC Adjustment, two opposite numbers are shown. Use the first number if your group uses Descending AC (where a lower AC is better). Use the second, bracketed number if your group uses Ascending AC (where a higher AC is better).

Initiative Effect on Missile Combat. In the combat system, combatants take their actions in a particular segment of a melee "round", starting with segment 1. For missile weapons only, a good dexterity allows you to subtract from your die roll and act earlier, and a low dexterity forces you to add to your die roll and act later.

The Agility Saving Throw Modifier. The Agility Saving Throw Modifier is applied only to saving throws against aimed magic items and area-of-effect spells (such as fireball spells), and to any situations where the GM agrees that Dexterity is a major component of the saving throw—a saving throw against "paralysis" when the actual threat is "losing your grip and falling" would be a clear case when the Agility Saving Throw Modifier could be applied.

1.1.4. CONSTITUTION

Your character's constitution is their fitness, endurance, toughness and resilience. A high constitution score helps your character survive injury by increasing their hit points. It also helps them survive traumatic magical change, such as being polymorphed (transformed into another kind of creature), and if your character is killed, a good constitution score makes it more likely that a cleric can bring you back to life.

Your initial constitution (when you finish character generation) is the number of times you can be brought back from the dead by any means. Each time you are brought back from the dead, your constitution score is also reduced by one. This can be reversed only by a *wish* (not by *restoration*), but doing so does not increase the number of times you can be brought back to life.

TABLE 1.1.4A: CONSTITUTION

CONSTITUTION	HIT POINT MODIFIER	RESURRECTION SUCCESS (D100)	SYSTEM SHOCK (D100)
3	-2	40	35
4	-1	45	40
5	-1	50	45
6	-1	55	50
7	0	60	55
8	0	65	60
9	0	70	65
10	0	75	70
11	0	80	75
12	0	85	80
13	0	90	85
14	0	92	88
15	+1	94	91
16	+2	96	95
17	+2 (+3 for fighters, paladins, and rangers)	98	97
18	+2 (+4 for fighters, paladins, and rangers)	100	99
19	+2 and see below (+5 for fighters, paladins, and rangers)	100	99

Notes:

- Hit point adjustments are applied once each time you roll the dice for extra hp when you gain a level. Even if you have a penalty for low constitution, you always gain at least 1hp when you level up.
- Most character classes stop rolling dice for extra hp when they get to high level. Instead, they get a fixed bonus (example: magic users get +1 hp per level after level 11). If you get a fixed hp bonus instead of rolling the dice, then you don't apply your constitution adjustment to it.
- With a Constitution of 19, a character of any class (not just the fighter-types) treats any hit point die roll of "1" as a "2". This is not retroactive with a later increase to Constitution by a *wish* spell or other means of increasing a score.
- When you are resurrected or raised from the dead you must make a Resurrection Success roll. If you do not roll lower than or equal to the number shown on a d100, you do not survive and cannot be raised or resurrected ever again.
- When the rules of a spell call for a System Shock check (usually when you are polymorphed into another bodily form) you must roll lower than or equal to the number shown on a d100, or you do not survive.

1.1.5. INTELLIGENCE

Your character's intelligence is their ability to deduce, calculate, recall facts and details, and solve abstract problems. It's the prime requisite (most important ability) for magic-users and illusionists, and it determines how many languages your character can learn.

A character with high intelligence might be a scholarly magic-user or clever elf, a dwarf mason who crafts cunning puzzles in stone, or even a barbarian warrior who happens to know half a dozen languages, has a keen eye for detail, and a good memory. There are lots of ways you can portray your character's intelligence score in the game.

OSRIC is in many ways a game of tactical puzzles and even clues that the players may need to solve in order to open a magic portal or get past an obstacle. These usually aren't resolved with dice; they are solved by group thinking, cooperation, and player skill. A character's intelligence score normally doesn't substitute for the player's puzzle-solving ability, or that whole aspect of the game would disappear. High intelligence affects language learning and many other rules-based features, but rolling dice to get an automatic solution to a puzzle isn't part of the intelligence score. If you have a high intelligence score you can ask the GM if it gives you any hints toward solving the puzzle, but a major difference between OSRIC and later versions of the game is that the mental attributes of the character aren't used to substitute for player skill at decision making or puzzle-solving.

Characters with more than 18 intelligence are immune to minor illusions. If you have 19 intelligence, then when you would normally be affected by a first level illusion spell, you are not affected. If you somehow attain a godlike intelligence of 20, you can choose to be unaffected by second level illusion spells as well.

TABLE 1.1.5A: INTELLIGENCE

INTELLIGENCE SCORE	MAXIMUM ADD'L LANGUAGES
3	0
4	0
5	0
6	0
7	0
8	1
9	1
10	2
11	2
12	3
13	3
14	4
15	4
16	5
17	6
18	7
19	8

1.1.6. WISDOM

Your character's wisdom is their alertness, instincts, willpower, self-control, task focus, and empathy. Wisdom is the prime requisite for clerics and druids.

A character with high wisdom might be mature and kindly, but could also be an aloof, inscrutable hermit or even a manipulative person good at tempting others into doing the dirty work. You can decide how your character's wisdom score comes across to others.

High wisdom helps your character to resist spells and other magics that affect their decisions or memory. It's up to your GM exactly which magics are affected, but most GMs apply the wisdom modifier to spells and magical effects that charm or scare your character. This is called a "mental saving throw" in the table to the right.

TABLE 1.1.6A: WISDOM

WISDOM	MENTAL SAVING THROW MODIFIER	WISDOM	MENTAL SAVING THROW MODIFIER
3	-3	12	0
4	-2	13	0
5	-1	14	0
6	-1	15	+1
7	-1	16	+2
8	0	17	+3
9	0	18	+4
10	0	19	+5
11	0		

1.1.7. CHARISMA

Charisma is your character's persuasiveness and personal magnetism. Characters with high charisma might be very attractive, but they don't have to be. For examples of charismatic characters, think of successful salespeople or politicians. You can choose how your character's charisma score comes across in game.

Charisma affects your character's interactions with non-player characters ("NPCs") and the loyalty of your followers and hirelings.

TABLE 1.1.7A: CHARISMA

CHARISMA	SIDEKICK LIMIT	LOYALTY MODIFIER	REACTION MODIFIER
3	1	-30	-25
4	1	-25	-20
5	2	-20	-15
6	2	-15	-10
7	3	-10	-5
8	3	-5	0
9-11	4	0	0
12	5	0	0
13	5	0	+5
14	6	+5	+10
15	7	+15	+15
16	8	+20	+25
17	10	+30	+30
18	15	+40	+35
19	20	+50	+40

Notes To Charisma Table

- Sidekick Limit. This is the maximum number of "henchmen" you can have. A henchman is a character-class NPC who is willing to accompany your character on adventures. It is a long-term relationship that becomes available at higher level.
- Loyalty is a bonus or penalty to your followers' morale checks (See Section 1.6.8).
- Reaction is a bonus or penalty to a die roll on Table 1.6.2.8a: *NPC and Monster Reaction*, and it can also be used in your attempts to influence, persuade or convince an NPC.

CHAPTER TWO: ANCESTRY

Ancestry is usually a matter of the player's choice (assuming the minimum scores are met), but please do check with your GM for any house rules before creating a character.

Some ancestries change your ability scores, and some have minimum or maximum ability scores. These mean that you can't select a particular ancestry unless your ability scores are all within the range *after* you have applied the ancestral adjustments. You can choose to *lower* one of your character's ability scores so as to qualify for an ancestry. Unless your GM says otherwise, you can't *raise* an ability score so as to qualify for an ancestry.

If you have a demi-human ancestry then you will know some extra languages. You know these languages even if your Intelligence would normally be too low to learn them. But as a demi-human you can only learn a few other languages, regardless of your intelligence. Each ancestry has its own set of available languages.

Ability score adjustments from age cannot increase a character's abilities above their ancestral maximum scores, nor can they decrease a character's abilities below their ancestral minimum scores. The only exception is Wisdom, which can increase beyond ancestral maximum scores as a character advances in age.

TABLE 1.2.0A: REQUIRED ABILITY SCORES (AFTER ANCESTRAL BONUSES)

	STR	DEX	CON	INT	WIS	CHA
Dwarf	8-18	3-17	12-19	3-18	3-18	3-16
Elf	3-18	7-19	6-18	8-18	3-18	8-18
Gnome	6-18	3-18	8-18	7-18	3-18	3-18
Half-Elf	3-18	6-18	6-18	4-18	3-18	3-18
Half-Orc	6-18	3-17	13-19	3-17	3-14	3-12
Halfling	6-17	8-18	10-19	6-18	3-17	3-18

1.2.1. DWARF

Dwarfs are a short, burly people who traditionally dwell in mountain fastnesses underground. In general, they are loyal friends and fierce adversaries. Dwarfs are quite resistant to poisons, spells, and spell-like effects.

Most dwarfs have an intense aesthetic appreciation for the lustre of gold, the glitter of gems, and the quality of wrought metals; the dwarfs have produced many legendary smiths and crafters of metal.

Dwarfs reach adulthood around the age of 50, and those who don't die in battle can live to an age of 350-450 years.

1.2.1.1. DWARF ABILITY SCORES

When you take dwarf as an ancestry:

- **Raise your Constitution by 1**
- **Lower your Charisma by 1**

After making these modifications, your scores must fall within the required limitations of the Ancestry (see Table 1.2.0a: Required Ability Scores after Ancestral Bonuses). Scores too high for the maximum may be lowered to fit, and in your GM's discretion you may add the subtracted points to a different ability score.

1.2.1.2. DWARVEN ANCESTRAL FEATURES

Size: Small

Base Movement Rate: 90ft

See in the Dark: 60ft infravision (ability to see in the dark).

Giant-Slayers: Giants have a -4 penalty to hit if they attack you.

Grudge-Bearers: +1 to hit when attacking goblins, half-orcs, hobgoblins, and orcs.

Stalwart: A saving throw bonus against poison, spells, and magical effects, depending on your Constitution score.

Stone-Kenning: A percentage chance to detect information about stonework.

Movement Rate: You have a Base Movement Rate of 90ft. Movement Rate is explained under Movement in Chapter Five (Section 1.5.3).

See in the Dark: You have 60ft infravision. See Section 1.5.4: *Light and Vision* for more information.

Giant Slayers: Most dwarfs are taught how to fight very large humanoids at an early age. When a giant tries to hit you in combat, you can choose to improve your AC (armour class) by -4 [+4] against that attack. For the purposes of this rule "giants" might include other very large humanoids such as titans and trolls—your GM can tell you if a creature is a giant for the purposes of this rule.

Grudge Bearers: All dwarfs are adept at fighting goblins, half-orcs, hobgoblins, and orcs. When you're attacking one of these creatures in combat, you may add +1 to your to hit rolls.

Stalwart: As a dwarf you get saving throw bonuses against (1) aimed magic items, (2) poison, and (3) spells and magic effects. The bonus is added to your saving throw die rolls, and depends on your Constitution:

TABLE 1.2.1.2A: DWARF STALWART BONUSES

CONSTITUTION	SAVING THROW ADJUSTMENT
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Stone-Kenning: If you examine stonework closely, you have a chance to gain information that others can't.

- Detect the existence of slopes or grades: 75%
- Detect the existence of new construction: 75%
- Detect sliding or shifting rooms or walls: 65%
- Detect traps involving stonework: 50%
- Determine depth underground: 50%

As always, your GM might modify these chances depending on the conditions.

Languages: You can speak and read Common, Dwarfish, Gnomish, Goblin, Kobold, Orcish, and your alignment tongue. Regardless of your intelligence, no dwarf can learn more than two further languages.

Height and Weight: Height and weight do not have any effect in the OSRIC rules, but if you wish, you can use the following die rolls to randomly determine the height and weight of your dwarf character:

- **Height:** 4ft + 3d4 inches
- **Weight:** 150 + 5d10 pounds

For additional variation, after you've determined your size, roll 1d6. On a 1, subtract 1d4 inches and 1d20 pounds. On a 6, add 1d4 inches and 1d20 pounds.

Starting Age

- **Cleric:** 250+2d20
- **Fighter:** 40+5d4
- **Thief or Assassin:** 75+3d6

Age Adjustments: Apply *all* the age adjustments, including the ones you have already passed through. As you adventure, if you age beyond one of these thresholds, you must add the new modifiers to your ability scores.

Age adjustments are *ignored* if they bring you above or below the requirements from Table 1.2.0a.

Youth (Under 50): -1 Wis, +1 Con

Adult (At 51): +1 Str, +1 Wis

Grizzled (At 150): -1 Str (or exceptional Str drops to just 18), -1 Con, +1 Int, +1 Wis

Elder (At 250): -2 Str, -2 Dex, -1 Con, +1 Wis

Ancient (At 350): -1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis

1.2.1.3. DWARF CHARACTER CLASSES

As a dwarf you can be an assassin, cleric, fighter, thief, or fighter/thief.

Multi-Class Rules

- If you're a fighter/thief, you can only use weapons and armour allowable for Thieves, but you make your attacks using the fighter attack tables and make saving throws using whichever table is more favourable to you.

Level Restrictions: Dwarfs of some classes can't exceed certain levels. As a dwarf your level limits are as follows:

CLASS	MAX LEVEL
Assassin	9
Cleric	8
Fighter	9 (if your Strength is 18+), 8 (if your Strength is 17), or 7 (if your Strength is 16 or less)
Thief	Unlimited

1.2.2. ELF

Elves are slimmer and smaller than humans, with fine or delicate features, and upswept ears. They are often considered part of the fey; their thinking and motives can be quite alien, and it can be perilous to forget this.

Some elven clans have built elaborate civilisations: remote, beautiful places of profound learning and fine craftsmanship. Such elves tend to be chaotic good in alignment and friendly, if aloof, from humans. There are other, wilder elves, predominantly chaotic neutral in alignment and often unfriendly or even hostile to non-elven folk. Intruding into the territory of such elves is inadvisable, for their sense of humour is, at best, arbitrary and, at worst, cruel.

Elves have a natural lifespan of 1200 to 1600 years. They do not have souls in the same way as humans and other demi-humans, so although they can be *reincarnated* in another body (by the spell), an elven character cannot be raised from the dead using a *raise dead* or *resurrection* spell.

1.2.2.1. ELF ABILITY SCORES

When you take elf as an ancestry:

- **Raise your Dexterity by 1**
- **Lower your Constitution by 1**

After making these modifications, your scores must fall within the required limitations of the Ancestry (see Table 1.2.0a: *Required Ability Scores after Ancestral Bonuses*). Scores too high for the maximum may be lowered to fit, and in your GM's discretion you may add the subtracted points to a different ability score.

1.2.2.2. ELVEN ANCESTRAL FEATURES

Size: Medium

Base Movement Rate: 120ft

See in the Dark: 60ft infravision (ability to see in the dark).

Fey Deftness: +1 to hit with pulled bows and short or long swords.

Keen Detection: An improved chance to find secret doors and other hidden objects.

Lightfooted: Chance of making a surprise attack when lightly armoured.

Strength of Will: A 90% chance to avoid the effects of sleep and charm magics.

Base Movement Rate: You have a Base Movement Rate of 120ft. Movement Rate is explained under "Movement" in Section 1.5.3.

See in the Dark: You have 60ft infravision. See Section 1.5.4: *Light and Vision* for more information.

Fey Deftness: As an elf, whenever you make an attack with any pulled bow or a short or long sword, you may add +1 to your to-hit roll.

Keen Detection: Elves are particularly good at finding secret doors, and most GMs apply this to anything hidden, such as wall-panels and even hidden treasure chests. There are two categories of hidden things: "secret" things that are either specifically built to be undetectable or are hidden by magic, and "concealed" things, which are simply covered or otherwise hidden.

The GM will usually make this die roll secretly, so you aren't alerted to the presence of the secret or concealed object.

If you're just passing by, you detect concealed or secret doors/items on a roll of 1 on 1d6.

If you're *actively searching* for secret things, you detect secret doors/items on a 1-2 on 1d6, and concealed items on a 1-3. Active searching takes time, and is described in Section 1.7.1.8.

Lightfooted: You have a chance to gain a surprise attack on enemies if certain conditions are met. The base chance is 1-4 on 1d6.

- You must be unarmoured or wearing only leather, studded leather, or padded armour.
- All characters who don't have the Lightfooted feature must be at least 90ft away from you, or they will alert the enemies to your presence.
- The GM might adjust the 4-in-6 chance depending on the conditions.
- If you need to open a door (or other similar task), your chance of Surprise Attack drops to 2 in 6.

Strength of Will: Whenever a spell might charm you or put you to sleep, you can choose to roll a d100. If your roll is 01-90, that spell doesn't affect you. If you roll 91-00, it *may* affect you as normal—but you can still attempt a saving throw if you're allowed one.

Languages: You can speak and read Common, Elven, Gnoll, Gnomish, Goblin, Halfling, Hobgoblin, Orcish and your alignment tongue. If your intelligence is 16 or higher, you can learn an extra language for each point of intelligence over 15.

Height and Weight: Height and weight do not have any effect in the OSRIC rules, but if you wish, you can use the following die rolls to randomly determine the height and weight of your elf character:

- **Height:** 4ft 6 inches plus 3d4 inches
- **Weight:** 70 pounds plus 5d10 pounds

For additional variation, after you've determined your size, roll 1d6. On a 1, subtract 1d4 inches and 1d20 pounds. On a 6, add 1d4 inches and 1d20 pounds.

Starting Age

- **Cleric:** 500+10d10
- **Fighter:** 130+5d6
- **Magic-user:** 150+5d6
- **Thief or Assassin:** 100+5d6

Age Adjustments: Apply *all* the age adjustments, including the ones you have already passed through. As you adventure, if you age beyond one of these thresholds, you must add the new modifiers to your ability scores.

Age adjustments are *ignored* if they bring you above or below the requirements from Table 1.2.0a.

Youth (Under 175): -1 Wis, +1 Con

Adult (At 175): +1 Str, +1 Wis

Grizzled (At 550): -1 Str (or exceptional Str drops to just 18), -1 Con, +1 Int, +1 Wis

Elder (At 875): -2 Str, -2 Dex, -1 Con, +1 Wis

Ancient (At 1200): -1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis

1.2.2.3. ELVEN CHARACTER CLASSES

As an elf you can be an assassin, cleric, fighter, magic-user, thief, fighter/magic-user, fighter/thief, magic-user/thief, or fighter/magic-user/thief.

Multi-Class Rules

- If you're multi-classed, the least restrictive of your classes' armour restrictions and weapon-use restrictions apply to you. For example, a magic-user/thief has armour restrictions from both classes: magic-users cannot wear armour at all, and thieves are limited to studded leather armour at best. Thus, a magic-user/thief can wear studded leather armour but cannot wear plate armour because plate armour is forbidden to both of the character's two classes. This means that a fighter/magic-user may wear plate armour and still cast spells, and a fighter/thief may wield a two-handed sword.
- Special rule for thief abilities: Even though a multi-classed thief can often wear heavier armour or use better weapons than a single-classed thief, you still can't use thief abilities while you're using equipment that a single-classed thief can't use. So you can't attempt to Move Quietly while you're wearing plate armour, and you can't attempt a Backstab unless you're using a weapon permitted to single-class thieves.

Level Restrictions

Elves of some classes can't exceed certain levels. As an elf your level limits are as follows:

CLASS	MAX LEVEL
Assassin	10
Cleric	7
Fighter	7 (if your Strength is 18), 6 (if your Strength is 17), or 5 (if your Strength is 16 or below)
Magic-user	11 (if your Intelligence is 18+), 10 (if your Intelligence is 17), or 9 (if your Intelligence is 16 and below)
Thief	Unlimited

1.2.3. GNOME

Gnomes are small folk, loosely related to dwarfs, but a little shorter and a lot slimmer, with longer noses and beards. Some are good at illusion and misdirection. In general, gnomes prefer to live in burrows and tunnels. Gnomes are expert at handicrafts, and famous for their jewellers and gemcutters.

Like dwarfs, gnomes are resistant to magic and sensitive to the nuances of stonework. They reach adulthood at around 90 years old and can live to an age of 600 to 750.

1.2.3.1. GNOME ABILITY SCORES

When you take gnome as an ancestry, your ability scores do not change.

1.2.3.2. GNOMISH ANCESTRAL FEATURES

Size: Small

Base Movement Rate: 90ft

See in the Dark: 60ft infravision (ability to see in the dark).

Ancestral Foes: +1 to hit vs. kobolds and goblins.

Giant-Slayers: Giants have a -4 penalty to hit if they attack you.

Stalwart: A saving throw bonus against spells and magical effects if your Constitution is high.

Stone-Kenning: A percentage chance to detect information about stonework.

Base Movement Rate: You have a Base Movement Rate of 90ft. Movement Rate is explained in Section 1.5.3.

See in the Dark: You have 60ft infravision. See Section 1.5.4: *Light and Vision* for more information.

Ancestral Foes: Most gnomes hate kobolds and goblins. When you're attacking one of these creatures in combat, you can choose to add +1 to your to hit rolls.

Giant Slayers: Most gnomes are taught how to fight very large humanoids at an early age. When a giant tries to hit you in combat, it attacks with a penalty of -4. For the purposes of this rule "giants" might include other very large humanoids such as titans and trolls—your GM can tell you if a creature is a giant for the purposes of this rule.

Stalwart: As a gnome you get saving throw bonuses against (1) aimed magic items, (2) poison, and (3) spells and magic effects. The bonus is added to your saving throw die rolls, and depends on your Constitution:

TABLE 1.2.3.2A: GNOME STALWART BONUSES

CONSTITUTION	SAVING THROW ADJUSTMENT
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Stone-Kenning: If you examine stonework closely, you can often see things about the stone that others can't. Your normal chances of doing this depends on what you might see:

- Detect the existence of slopes or grades: 80%
- Detect unsafe ceiling, walls or floor: 70%
- Determine depth underground: 60%
- Determine direction of north underground: 50%

As always, your GM might modify these chances depending on the conditions.

Note: Gnomish stone-kenning has slightly different percentages from dwarf stone-kenning.

Languages: You can speak and read Common, Dwarfish, Gnomish, Goblin, Halfling, Kobold, the language of burrowing animals, and your alignment tongue. Regardless of your intelligence, no gnome can learn more than two further languages.

Height and Weight: Height and weight do not have any effect in the OSRIC rules, but if you wish, you can use the following die rolls to randomly determine the height and weight of your gnome character:

- **Height:** 2ft 10 inches plus 3d4 inches
- **Weight:** 45 pounds plus 4d10 pounds

For additional variation, after you've determined your size, roll 1d6. On a 1, subtract 1d4 inches and 1d20 pounds. On a 6, add 1d4 inches and 1d20 pounds.

Starting Age

- **Cleric:** 300+3d12
- **Fighter:** 60+5d4
- **Illusionist:** 100+2d12
- **Thief or Assassin:** 80+5d4

Age Adjustments: Apply *all* the age adjustments, including the ones you have already passed through. As you adventure, if you age beyond one of these thresholds, you must add the new modifiers to your ability scores.

Age adjustments are *ignored* if they bring you above or below the requirements from Table 1.2.0a.

Youth (Under 90): -1 Wis, +1 Con

Adult (At 90): +1 Str, +1 Wis

Grizzled (At 300): -1 Str (or exceptional Str drops to just 18), -1 Con, +1 Int, +1 Wis

Elder (At 450): -2 Str, -2 Dex, -1 Con, +1 Wis

Ancient (At 600): -1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis

1.2.3.3. GNOMISH CHARACTER CLASSES

As a gnome, you can be an assassin, a cleric, a fighter, an illusionist, a thief, a fighter/illusionist, a fighter/thief, or an illusionist/thief.

Multi-Class Rules

- If you're multi-classed then the heaviest armour you can wear (if using any ability from the non-fighter class) is leather armour. **Example:** You cannot use thief abilities (including backstab) and cannot cast spells if wearing armour heavier than leather.
- You also can't use thief abilities while you're using equipment that a single-classed thief can't use. So you can't attempt a Backstab unless you're using a weapon permitted to single-class thieves. A fighter/illusionist can use a sword and wear plate armour—but can't cast spells while wearing the armour.

Level Restrictions

Gnomes of some classes can't exceed certain levels. As a gnome your level limits are as follows:

CLASS	MAX LEVEL
Assassin	8
Cleric	7
Fighter	6 (if your Strength is 18+), or 5 (if your Strength is 17 or less)
Illusionist	7 (if the total of your Intelligence and Dexterity is 35 or higher), 6 (if your Intelligence and Dexterity are both 17+), or 5 (all other illusionists)
Thief	Unlimited

1.2.4. HALF-ELF

Half-elves are a mixture of elf and human. They might have one parent of each ancestry, or might be the children of two half-elves. In most game worlds, half-elves don't have their own culture or civilisation and adopt the one in which they were raised.

Half-elves reach adulthood around the age of 30 and can live as long as 250 to 325 years.

1.2.4.1. HALF-ELF ABILITY SCORES

When you take half-elf as an ancestry, your ability scores do not change.

1.2.4.2. HALF-ELVEN ANCESTRAL FEATURES

Size: Medium

Base Movement Rate: 120ft

See in the Dark: 60ft infravision (ability to see in the dark).

Keen Detection: An improved chance to find secret doors and other hidden objects.

Strength of Mind: A 30% chance to avoid the effects of sleep and charm magics.

Base Movement Rate: You have a Base Movement Rate of 120ft. Movement Rate is explained in Section 1.5.3.

See in the Dark: You have 60ft infravision. See Section 1.5.4: *Light and Vision* for more information.

Keen Detection: Like elves, half-elves are particularly good at finding secret doors, and most GMs apply this to anything hidden, such as wall-panels and even hidden treasure chests. There are two categories of hidden things: "secret" things that are either specifically built to be undetectable or are hidden by magic, and "concealed" things, which are simply covered or otherwise hidden.

The GM will usually make this die roll secretly, so you aren't alerted to the presence of the secret or concealed object.

Half-elves don't have a chance to spot secret or concealed things without searching (as elves do), but have a better chance than humans to find them when actively searching.

If you're *actively searching* for secret things, you detect secret doors/items on a 1-2 on 1d6, and concealed items on a 1-3. Active searching takes time, and is described in Section 1.7.1.8.

Note: The half-elven version of this feature is slightly different from the elven version, even though both have the same names.

Strength of Mind: Whenever a spell might charm you or put you to sleep, you can choose to roll a d100. If your roll is 01-30, that spell doesn't affect you. If you roll 31-00, it may affect you as normal—but you can still attempt a saving throw if you're allowed one.

Languages: You can speak and read Common, Elven, Gnoll, Gnomish, Goblin, Halfling, Hobgoblin, Orcish and your alignment tongue. If your intelligence is 17 or higher, you can learn an extra language for each point of intelligence over 16.

Height and Weight: Height and weight do not have any effect in the OSRIC rules, but if you wish, you can use the following die rolls to randomly determine the height and weight of your half-elven character:

- **Height:** 5ft plus 4d4 inches
- **Weight:** 90 pounds plus 5d10 pounds

For additional variation, after you've determined your size, roll 1d6. On a 1, subtract 1d4 inches and 1d20 pounds. On a 6, add 1d4 inches and 1d20 pounds.

Starting Age

- **Cleric or Druid:** 40+2d4
- **Fighter or Ranger:** 22+3d4
- **Magic-user:** 30+2d8
- **Thief or Assassin:** 22+3d8

Age Adjustments: Apply *all* the age adjustments, including the ones you have already passed through. As you adventure, if you age beyond one of these thresholds, you must add the new modifiers to your ability scores.

Age adjustments are *ignored* if they bring you above or below the requirements from Table 1.2.0a.

Youth (Under 40): -1 Wis, +1 Con

Adult (At 40): +1 Str, +1 Wis

Grizzled (At 100): -1 Str (or exceptional Str drops to just 18), -1 Con, +1 Int, +1 Wis

Elder (At 175): -2 Str, -2 Dex, -1 Con, +1 Wis

Ancient (At 250): -1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis

1.2.4.3. HALF-ELVEN CHARACTER CLASSES

As a half-elf you can be an assassin, cleric, druid, fighter, magic-user, ranger, thief, cleric/fighter, cleric/ranger, cleric/magic-user, fighter/magic-user, fighter/thief, cleric/fighter/magic-user, or fighter/magic-user/thief.

Multi-Class Rules

- If you're multi-classed, the least restrictive of your classes' armour restrictions and weapon-use restrictions apply to you. Thus, a fighter/magic-user can wear plate armour and still cast spells, and a fighter/thief may wield a two-handed sword.
- Thief abilities: Even though a multi-classed thief can often wear heavier armour or use better weapons than a single-classed thief, you still can't use thief abilities while you're using equipment that a single-classed thief can't use. So you can't attempt to Move Quietly while you're wearing plate armour, and you can't attempt a Backstab unless you're using a weapon permitted to single-class thieves.

Level Restrictions

Half-elves of some classes can't exceed certain levels. As a half-elf your level limits are as follows:

CLASS	MAX LEVEL
Assassin	11
Cleric	5
Druid	14
Fighter	8 (if your Strength is 18+), 7 (if your Strength is 17), or 6 (if your Strength is 16 or below)
Magic-user	8 (if your Intelligence is 18+), 7 (if your Intelligence is 17), or 6 (if your Intelligence is 16 and below)
Ranger	8 (if your Strength is 18+), 7 (if your Strength is 17), or 6 (if your Strength is 16 or below)
Thief	Unlimited

1.2.5. HALFLING

Halflings are a small, bucolic folk who enjoy living in burrows. They prefer villages or farmsteads to towns or cities. Halfling society is comfortable and placid. Halfling adventurers are rare and often famous in halfling circles. Some halflings admire their adventurers; others think them mad.

Most halflings are quiet on their feet, adept at hiding, and deadly accurate with bow or sling.

Halflings reach adulthood in their early 30s and can live to an age of 145 to 199.

1.2.5.1. HALFLING ABILITY SCORES

When you take halfling as an ancestry:

- **Raise your Dexterity by 1**
- **Lower your Strength by 1**

After making these modifications, your scores must fall within the required limitations of the Ancestry (see Table 1.2.0a: *Required Ability Scores after Ancestral Bonuses*). Scores too high for the maximum may be lowered to fit, and in your GM's discretion you may add the subtracted points to a different ability score.

1.2.5.2. HALFLING ANCESTRAL FEATURES

Size: Small

Base Movement Rate: 90ft

See in the Dark: 60ft infravision (ability to see in the dark).

Halfling Marksmanship: +3 to hit with any pulled bow or sling.

Lightfooted: Chance of making a surprise attack when lightly armoured.

Stalwart: A saving throw bonus against poison, spells, and magical effects, depending on your Constitution score.

Base Movement Rate: You have a Base Movement Rate of 90ft. Movement Rate is explained in Section 1.5.3.

See in the Dark: You have 60ft infravision. See Section 1.5.4: *Light and Vision* for more information.

Halfling Marksmanship: As a halfling, whenever you make an attack with any pulled bow or sling, you can add +3 to your to hit roll.

Lightfooted: You have a chance to gain a surprise attack on enemies if certain conditions are met. The base chance is 1-4 on 1d6.

- You must be unarmoured or wearing only leather, studded leather, or padded armour.
- All characters who don't have the Lightfooted feature must be at least 90ft away from you, or they will alert the enemies to your presence.
- The GM might adjust the 4-in-6 chance depending on the conditions.
- If you need to open a door (or other similar task), your chance of Surprise Attack drops to 2 in 6.

Stalwart: As a halfling you get saving throw bonuses against (1) aimed magic items, (2) poison, and (3) spells and magic effects. The bonus is added to your saving throw die rolls, and depends on your Constitution:

TABLE 1.2.5.2A: HALFLING STALWART BONUSES

CONSTITUTION	SAVING THROW ADJUSTMENT
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Languages: You can speak and read Common, Dwarfish, Gnomish, Goblin, Halfling, Orcish and your alignment tongue. If your intelligence is 17 or higher, you can learn an extra language for each point of intelligence over 16.

Height and Weight: Height and weight do not have any effect in the OSRIC rules, but if you wish, you can use the following die rolls to randomly determine the height and weight of your halfling character:

- **Height:** 2ft 10 inches plus 3d4 inches
- **Weight:** 45 pounds plus 4d10 pounds

For additional variation, after you've determined your size, roll 1d6. On a 1, subtract 1d4 inches and 1d20 pounds. On a 6, add 1d4 inches and 1d20 pounds.

Starting Age

- **Fighter:** 20+3d4
- **Druid:** 40+3d4
- **Thief:** 40+2d4

Age Adjustments: Apply *all* the age adjustments, including the ones you have already passed through. As you adventure, if you age beyond one of these thresholds, you must add the new modifiers to your ability scores.

Age adjustments are *ignored* if they bring you above or below the requirements from Table 1.2.0a.

Youth (Under 33): -1 Wis, +1 Con

Adult (At 33): +1 Str, +1 Wis

Grizzled (At 68): -1 Str (or exceptional Str drops to just 18), -1 Con, +1 Int, +1 Wis

Elder (At 101): -2 Str, -2 Dex, -1 Con, +1 Wis

Ancient (At 144): -1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis

1.2.5.3. HALFLING CHARACTER CLASSES

As a halfling you can be a fighter, druid, thief, or fighter/thief.

Multi-Class Rules

- If you're multi-classed then the heaviest armour you can wear (if using any ability from the non-fighter class) is leather armour. You cannot use thief abilities, including backstab, if wearing armour heavier than leather.
- You also can't use thief abilities while you're using equipment that a single-classed thief can't use. So you can't attempt a Backstab unless you're using a weapon permitted to single-class thieves.

Level Restrictions

Halflings of some classes can't exceed certain levels. As a halfling your level limits are as follows:

CLASS	MAX LEVEL
Druid	6
Fighter	4
Thief	Unlimited

1.2.6. HALF-ORC

Half-orcs are a mixture of orc and human. They might have one parent of each ancestry, or might be the children of two half-orcs. In most game worlds, half-orcs don't have their own culture or civilisation and adopt the one in which they were raised.

Half-orcs reach adulthood around the age of 15 and can live to be 60 to 80 years old. Like elves, they do not have souls in the same way as humans and other demi-humans, so although they can be *reincarnated* in another body (by the spell), a half-orc character cannot be raised from the dead using a *raise dead* or *resurrection* spell.

1.2.6.1. HALF-ORC ABILITY SCORES

When you take half-orc as an ancestry:

- **Raise your Strength by 1**
- **Raise your Constitution by 1**
- **Lower your Charisma by 2**

After making these modifications, your scores must fall within the required limitations of the Ancestry (see Table 1.2.0a: *Required Ability Scores after Ancestral Bonuses*). Scores too high for the maximum may be lowered to fit, and in your GM's discretion you may add the subtracted points to a different ability score.

1.2.6.2. HALF-ORC ANCESTRAL FEATURES

Size: Medium

Base Movement Rate: 120ft

See in the Dark: 60ft infravision (ability to see in the dark).

Base Movement Rate: You have a Base Movement Rate of 120ft. Movement Rate is explained in Section 1.5.3.

See in the Dark: You have 60ft infravision. See Section 1.5.4: *Light and Vision* for more information.

Languages: You can speak and read Common, Orcish and your alignment tongue. Half-orc characters can learn a maximum of two additional languages regardless of intelligence.

Height and Weight: Height and weight do not have any effect in the OSRIC rules, but if you wish, you can use the following die rolls to randomly determine the height and weight of your half-orc character:

- **Height:** 5ft 6 inches plus 3d4 inches
- **Weight:** 150 pounds plus 5d10 pounds

For additional variation, after you've determined your size, roll 1d6. On a 1, subtract 1d4 inches and 1d20 pounds. On a 6, add 1d4 inches and 1d20 pounds.

Starting Age

- **Cleric:** 20+1d4
- **Fighter:** 13+1d4
- **Thief or Assassin:** 20+2d4

Age Adjustments: Apply *all* the age adjustments, including the ones you have already passed through. As you adventure, if you age beyond one of these thresholds, you must add the new modifiers to your ability scores.

Age adjustments are *ignored* if they bring you above or below the requirements from Table 1.2.0a.

Youth (Under 16): -1 Wis, +1 Con

Adult (At 16): +1 Str, +1 Wis

Grizzled (At 30): -1 Str (or exceptional Str drops to just 18), -1 Con, +1 Int, +1 Wis

Elder (At 45): -2 Str, -2 Dex, -1 Con, +1 Wis

Ancient (At 60): -1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis

1.2.6.3. HALF-ORCISH CHARACTER CLASSES

As a half-orc you can be an assassin, a cleric, a fighter, a thief, a cleric/fighter, a cleric/thief, a cleric/assassin, a fighter/thief or a fighter/assassin.

Multi-Class Rules

- If you're multi-classed and one of your classes is thief, then you can only wear armour that a single-classed thief can wear if you are going to use thief abilities other than read languages. If your thief abilities come from an assassin class, the same rule applies, but you can use the thief abilities while wearing armour that can be worn by a single-class assassin.
- The least restrictive of your classes' weapon restrictions apply to you, so for example a fighter/thief might choose to wield a two-handed sword.

Level Restrictions

Half-orcs of some classes can't exceed certain levels. As a half-orc your level limits are as follows:

CLASS	MAX LEVEL
Assassin	15
Cleric	4
Fighter	10
Thief	7 (if your Dexterity is 17+) or 6 (if your Dexterity is 16 or lower).

1.2.7. HUMAN

Humans are the game's standard ancestry. As a human you have no unusual abilities or limits. Humans can live as long as 90 to 120 years.

1.2.7.1. HUMAN ABILITY SCORES

When you take human as an ancestry, your ability scores do not change. Every ability score can be between 3 and 18.

1.2.7.2. HUMAN ANCESTRAL FEATURES

Size: Medium

Base Movement Rate: 120ft (see Section 1.5.3).

Height and Weight: Height and weight do not have any effect in the OSRIC rules, but if you wish, you can use the following die rolls to randomly determine the height and weight of your human character:

- **Height:** 5ft 4 inches plus 3d4 inches
- **Weight:** 140 pounds plus 6d10 pounds

For additional variation, after you've determined your size, roll 1d6. On a 1, subtract 1d4 inches and 1d20 pounds. On a 6, add 1d4 inches and 1d20 pounds.

Starting Age

- **Cleric, Druid, or Monk:** 20+1d4
- **Fighter, Paladin or Ranger:** 15+1d4
- **Magic-user or Illusionist:** 24+2d8
- **Thief or Assassin:** 20+1d4

Age Adjustments: Apply *all* the age adjustments, including the ones you have already passed through. As you adventure, if you age beyond one of these thresholds, you must add the new modifiers to your ability scores.

Age adjustments are *ignored* if they bring you above or below the requirements from Table 1.2.0a.

Youth (Under 20): -1 Wis, +1 Con

Adult (At 20): +1 Str, +1 Wis

Grizzled (At 40): -1 Str (or exceptional Str drops to just 18), -1 Con, +1 Int, +1 Wis

Elder (At 60): -2 Str, -2 Dex, -1 Con, +1 Wis

Ancient (At 90): -1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis

1.2.7.3. HUMAN CHARACTER CLASSES

As a human you can be an assassin, cleric, druid, fighter, illusionist, magic-user, monk, paladin, ranger, or thief. You may not be a multi-classed character, but uniquely to humans, you can be dual-classed. See Section 1.4.12 for more information about dual-classing.

Level Restrictions

As a human, you only have level restrictions if you are an Assassin (level 15) , Druid (level 14) or Monk (level 17) because no one can advance higher in those classes. Other than Assassins, Druids, and Monks, humans can advance to unlimited level in any class.

CHAPTER THREE: CHARACTER CLASSES

In general, you can choose your character's class, assuming you meet the minimum scores required for the character class. Check with your GM, though, because some adventures are written specifically for pre-generated characters.

Your GM may allow an optional rule for characters who do not meet the minimum scores for a class, allowing the character class but with a penalty to experience points gained.

The following rule can be implemented by the GM if you don't want players to be "barred" from a character class by low rolls on ability scores:

If a character's ability scores don't reach the minimum requirements for a particular character class, you may choose to allow the player to play that class but with a penalty to the experience points they accumulate during play (leading to slower level-advancement). The penalty only applies while the character does not meet the minimum requirements; if the character's ability scores are raised to the minimum (usually by a *wish* spell), the penalty no longer applies to future experience point gains. If the character only falls short of the minimum in one score, the penalty is 10%. If they fall short in two scores the penalty is 15%, and if they fall short in three scores, the penalty is 20%.

1.3.1. ASSASSIN

Assassins are stealthy killers, trained by their shadowy guilds in the arts of spying, disguise, poison, and murder. The ranking members of this terrifying profession are so feared as to be spoken of only in whispers. Survival in the higher echelons of an assassins' guild needs cunning, brutality and a complete lack of scruples or mercy. Assassin characters must be evil in alignment.

Most cities, and some towns, have an assassins' guild made up of assassins of varying level. In a typical large town or small city there might be 6d4 NPC assassins in the guild. Player character assassins, if they are known to the local guild, will be asked—or *told*—to join. Joining a guild puts the assassin under the guildmaster's command, and they will have to pay a share of their take to the guild. Refusing to join usually means the guild will try to kill or at least drive off the freelancer. There are some benefits to joining an assassins' guild; the guild may be able to provide training, and could be a good source of information about potential missions or nearby enemies.

Restrictions

You cannot hire followers or henchmen until you reach certain levels. Guild rules prohibit lower-level assassins from creating any organisation outside the guild, and even if you're not in a guild, you aren't exactly the ideal employer.

Becoming a Guildmaster

To reach 14th level (Guildmaster) you must take control of a guild of assassins by killing the prior guildmaster. The guild will have 6d4 assassins of various levels, but only 25% of these will remain in the guild when membership changes hands, requiring you to recruit new first-level assassins into the guild to replace the ranks. Guild members are less loyal than normal followers, but don't count toward your maximum number of henchmen. Operating the guild will bring in additional money, but may cause significant challenges, including the possibility of a thirteenth-level assassin coming to kill you for control of your guild.

1.3.1.1. THE ASSASSIN CHARACTER

Minimum Scores: STR 12, DEX 12, CON 6, INT 11, WIS 6

Hit Die Type: d6 (max 15)

Alignment: Any evil

Prime Requisite Bonus: None

Armour/Shield Allowed: Leather or studded leather armour only; shields allowed

Weapons Allowed: Any

Weapon Proficiencies: 3 (additional proficiency at level 4, 8, and 12)

Non-Proficiency Penalty: -3 to hit

Weapon Specialisation: No

Initial Gold Pieces: 2d6 x 10

1.3.1.2. ASSASSIN CLASS ABILITIES

Assassination: If you surprise an enemy (see "Combat" Section 6.1.1) you can try to assassinate one enemy creature. To do this, roll d100. Your chance to succeed is 50%, plus 5% for each level you have in the assassin class, minus 5% for every two levels or every two hit dice of your target (rounding down; if your target has both hit dice and levels, then the GM decides which one to use). If your assassination attempt succeeds, you kill your target, regardless of its hp. If your attempt fails, your target still takes damage as if you had hit it with a weapon attack. A failed assassination attempt doesn't count as a backstab.

Example: An eighth level assassin attempts to assassinate a creature with eight hit dice. The base chance is 50% as always, plus an additional 40% (5% per level of the 8th level assassin). The chance is reduced by 20 (5% per every 2 hit dice of the 8 HD target). In this example, the assassin has a 70% chance to succeed (50+40-20 = 70).

You can't try to assassinate a creature unless it has vital organs or vulnerable parts that you can aim for. Creatures like oozes, slimes, elementals, golems, or zombies are immune. You also can't try to assassinate the avatars of gods, archdevils, demon lords, or other creatures of similar power.

Backstab: If you're immediately behind a creature that isn't aware of you, you can backstab with any of the melee weapons a single-classed thief can use.

If you backstab, you gain a bonus of +4 to hit in place of the usual +2, and your damage die roll is multiplied as shown on Table 1.3.1.4b.

Your group may also decide that additional backstab damage will be resolved by rolling extra dice of damage instead of multiplying a single die. Using multiple dice instead of multiplying one die reduces the chance of a really bad (and a really good) result, pushing the results toward the average. The two methods are statistically identical.

- When you multiply the damage roll, do this **before** you add any damage bonuses such as for strength or magical weapons.
- If for some reason you could apply another damage multiplier in addition to the one from the backstab (from a magic weapon, for example), you do not apply both damage multipliers. You may choose which one to apply.

Disguise: Assassins are masters of disguise. You can make yourself appear shorter or taller, fatter or thinner, and you can change your apparent ancestry and gender. Someone who sees you has a chance to see through the disguise. Their base chance to do so is 4%, +2% if your disguise changes your ancestry. If they are seeing your disguise repeatedly, they may check once per day. Your GM may adjust this chance depending on the circumstances.

- *Example 1:* You're masquerading as a city guard. Another guard glimpses you in the distance, through the rain, in the dark. The GM decides there's only a 1% chance they'll notice something is wrong, even though the base chance is 4%.
- *Example 2:* You're masquerading as the elven ambassador while you try to slip poison into the High Queen's wine goblet. The elven ambassador's wife walks in. Because you're pretending to be a character she knows well, the GM decides there's a 50% chance she'll notice something is wrong.
- *Example 3:* You're disguised as a goblin, even though you're a human. You come across three goblin guards, and you wave to them, walking past them into the goblin stronghold. *Each* of the three goblin guards has a 6% chance to notice that you aren't a goblin (4% base chance plus 2% because you aren't a goblin).

Thief Abilities: You have thief abilities as shown on Table 3.1.4b: Assassin Thief Abilities below.

1.3.1.3. HIGHER-LEVEL ABILITIES

4th Level—Can Hire Assassins (Only)

You may recruit and hire assassins as henchmen or followers, but only assassins.

8th Level—Can Hire Thieves

You may recruit and hire thieves as henchmen and followers as well as assassins.

9th Level—Special Languages

Ninth and higher-level assassins with Int 15+ can learn languages that non-assassins can't learn. You can learn an alignment tongue other than your own, druids' cant, and/or thieves' cant. You can learn a maximum of one special language for each of your Intelligence points above 14. Special languages are over and above the languages you can learn based on your ancestry and Intelligence.

9th Level—Brew Poison

At this level, you can brew your own poisons.

12th Level—Can Hire Any Henchmen

You may recruit anyone as a henchman or follower, without being restricted to thieves and assassins.

12th Level—Read Scrolls

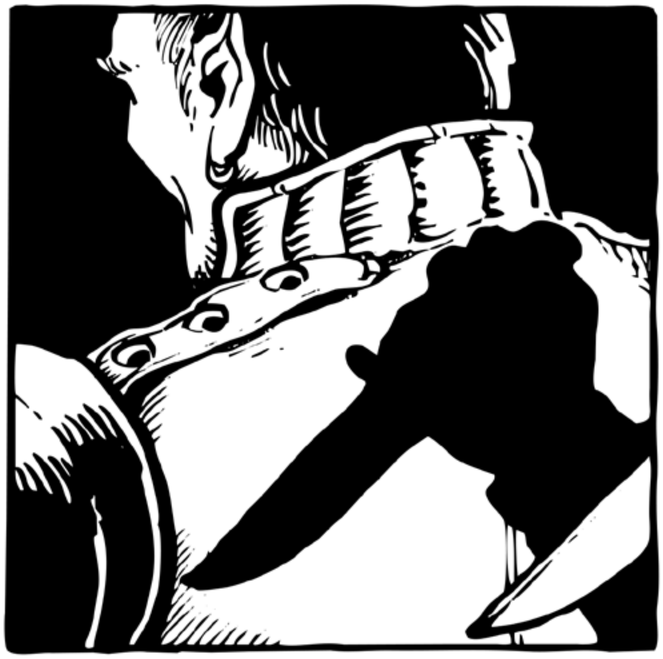
When you reach 12th level, you can try to cast spells from scrolls. When you try this, roll 1d4. On a result of "1", the casting fails and you cannot use that scroll to cast a spell (although the scroll survives). If the spell is cast, there is still a 5% chance that its effect will be reversed or otherwise harmful in some way to the caster. In this case, the scroll is erased when the spell is cast.

14th Level—Guildmaster

Assassins' guilds are controlled by a guildmaster of 14th level—lower level assassins might temporarily take control, but can't inspire the fear needed to stop rival guilds from forming. Before they can reach 14th level, an assassin must earn the needed experience points and then take control of an assassins' guild by killing the existing guildmaster. When this happens, some or most of the assassins will abandon the guild and leave.

15th Level—Lord of Assassins

The Lords of Assassins are figures of legend and fear. These individuals control the whole profession. Living in remote and guarded locations, their fame is such that those who need their services are willing to travel far in search of them. In some game worlds, there is only one Lord of Assassins (in which case the title is usually Grandfather or Grandmother of Assassins). In other game worlds, there might be a few Assassin Lords—perhaps the heads of certain families (in which case the specific title might vary). Before you can advance to 15th level, you must find and kill one of the existing Assassin Lords.



1.3.1.4. ASSASSIN LEVEL ADVANCEMENT

TABLE 1.3.1.4A: ASSASSIN LEVEL ADVANCEMENT

LEVEL	XP NEEDED	HIT DICE (D6)	NOTES
1	0	1	
2	1,500	2	
3	3,000	3	
4	6,000	4	Can Hire Assassins (only)
5	12,000	5	
6	25,000	6	
7	50,000	7	
8	100,000	8	Can Hire Thieves
9	200,000	9	Master Assassin
10	300,000	10	
11	450,000	11	
12	600,000	12	Can Hire Any Henchmen
13	750,000	13	
14	1,000,000	14	Guildmaster
15*	1,500,000	15	Assassin Lord

*1,500,000 experience points are the ceiling for assassins. Each time you gain experience as an assassin when you're level 15, you must discard those experience points.

TABLE 1.3.1.4B: ASSASSIN THIEF ABILITIES

LEVEL	BACKSTAB DAMAGE	CLIMB	HIDE	LISTEN	PICK LOCKS	PICK POCKETS	READ LANGUAGES	MOVE QUIETLY	TRAPS
1	x2, or +1 die	85%	10%	10%	25%	30%	1%	15%	20%
2	x2, or +1 die	85%	10%	10%	25%	30%	1%	15%	20%
3	x2, or +1 die	85%	10%	10%	25%	30%	1%	15%	20%
4	x2, or +1 die	86%	15%	10%	29%	35%	5%	20%	25%
5	x3, or +2 dice	87%	20%	15%	33%	40%	15%	27%	30%
6	x3, or +2 dice	88%	25%	15%	37%	45%	20%	33%	35%
7	x3, or +2 dice	90%	30%	20%	42%	50%	25%	40%	40%
8	x3, or +2 dice	92%	35%	20%	47%	55%	30%	47%	45%
9	x4, or +3 dice	94%	42%	25%	52%	60%	35%	55%	50%
10	x4, or +3 dice	96%	48%	25%	57%	65%	40%	62%	55%
11	x4, or +3 dice	98%	55%	30%	62%	70%	45%	70%	60%
12	x4, or +3 dice	99%	65%	30%	67%	80%	50%	78%	65%
13	x5, or +4 dice	99%	70%	35%	72%	90%	55%	86%	70%
14	x5, or +4 dice	99%	75%	35%	77%	100%	60%	94%	75%
15*	x5, or +4 dice	99%	85%	40%	82%	105%	65%	99%	80%

Note: Assassin thief skills may be modified by Dexterity or Ancestry. See Table Table 1.3.10.4c (Thief Skills—Dexterity Adjustments) and Table 1.3.10.4d (Thief Skills—Ancestry Adjustments).

TABLE 1.3.1.4C: ASSASSIN SAVING THROWS

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH/ PARALYSIS/POISON	PETRIFACTION/ POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1–4	14	16	13	12	15
5–8	12	15	12	11	13
9–12	10	14	11	10	11
13–15	8	13	10	9	9

TABLE 1.3.1.4D: ASSASSIN TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS (D20)																				
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]	[29]	[30]
1–4	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
5–8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
9–12	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
13–15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

1.3.2. CLERIC

Clerics are moral and spiritual leaders: people of faith who preach the gods' will, interpret omens and portents, and strike down the evil or unfaithful. A cleric must select either one patron deity, or else one pantheon, that they represent. Your GM can tell you which gods and pantheons exist for you to choose from.

In OSRIC's worlds, force of arms often speaks louder than moral suasion, so clerics are trained to fight their gods' enemies. Some clerics are fanatics or zealots, seeking converts or hunting heretics, but others are milder, providing counsel and acting as spiritual shepherds. Evil clerics sow discord and gather converts for their fiendish masters.

Clerics play an essential support role in an adventuring party. Most of their spells heal, defend, or strengthen others. But when the need arises, a cleric can fight on the front lines.

Clerics need holy symbols—physical objects that act as focuses for the cleric's meditation. A cleric's holy symbol represents their deity or their connection to that deity, and they must be touching the holy symbol to cast most spells.

Unlike magic-users and illusionists, clerics don't need spell books. Your god grants your spells, and will normally let you choose from all the spells available to a cleric of your level. Occasionally your god might choose to grant you other spells than those you request, and if you are out of favour with your god for some reason, your GM might say your god won't grant you any spells at all.

Establishing a Temple: When you reach 9th level, you've gained enough divine favour and mortal renown to establish a temple of your own to your deity or pantheon. To do this, you must acquire land (either by purchase or by conquest) and then build, or cause to be built, a suitable complex of buildings to honour your deity. Zealots and acolytes who share your faith will flock to your banner. Among them will be 3d6+2 NPCs who can fight as 0-level mercenaries.

1.3.2.1. THE CLERIC CHARACTER

Minimum Scores: STR 6, CON 6, INT 6, WIS 9, CHA 6

Hit Die Type: d8 (max 9)

Alignment: Any

Prime Requisite Bonus: 10% bonus to XP if WIS is 16+

Armour/Shield Allowed: Any

Weapons Allowed: Club, flail, hammer, mace, staff, and torch. Some faiths allow clerics to use flaming oil.

Weapon Proficiencies: 2 (additional proficiency at level 4, 7, 10, and 13)

Non-Proficiency Penalty: -3 to hit

Weapon Specialisation: No

Initial Gold Pieces: 3d6 x 10

1.3.2.2. CLERIC CLASS ABILITIES

Spell Casting: You can memorise and cast divine spells. How many spells you can memorise depends on what "spell slots" you have. For clerics, your spell slots are shown on Table 1.3.2.4a.

Some spells are more complex than others. The first level spells are the easiest, and the seventh level spells are the most difficult. With each level you gain as a cleric, you get the ability to memorise a certain number of first level spells, a certain number of second level spells, and so on. The progression is slow; you don't get a second level spell slot until you are third level, and you need to reach 16th level before you can cast the extremely powerful seventh level spells. Table 1.3.2.4a: *Cleric Level Advancement* shows which spells of each level you can cast.

The spells you can cast for a particular level are usually called "spell slots", because the term works quite well; you can't memorise a first-level spell in a second-level spell slot, and you "empty" a spell slot when you cast a spell.

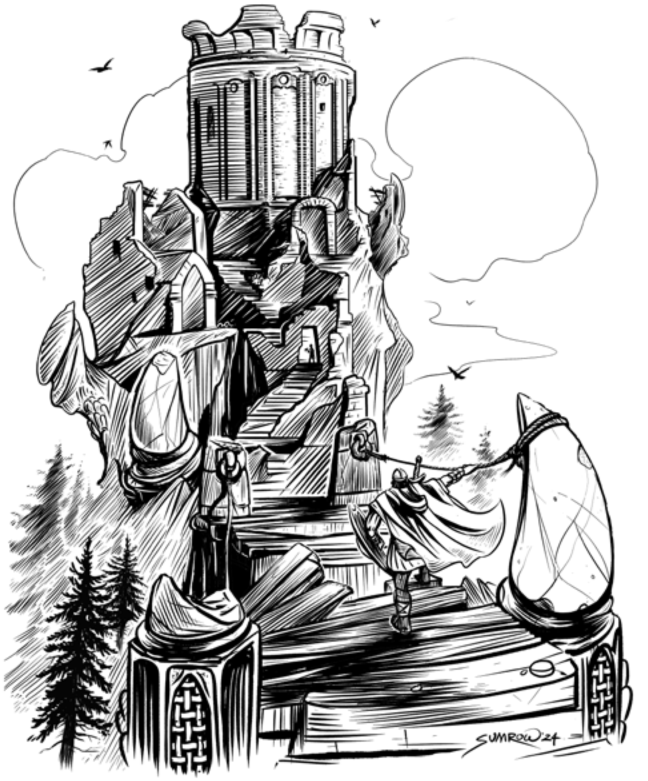
- Unlike a magic-user, you don't have a spell book and don't have to learn (understand) spells. You can memorise all the divine spells from the spell list as long has you have the right spell slots available.
- You must memorise spells before you can cast them.

- When you’ve cast a spell, it’s no longer in your memory and you can’t use it again (unless you memorised it twice). You’re said to have an empty spell slot.
- You can choose to forget a spell without casting it, which frees up the spell slot.
- If you have empty spell slots, you can memorise spells in those slots. See Section 1.8.1.2, “Spell Memorisation”.

Bonus Spell Slots: As a cleric you can memorise extra spells if your Wisdom is high enough. You have all the bonus spell slots given to lower wisdom scores (this is a cumulative list).

WISDOM	EXTRA SPELL SLOTS
13+	1 first level spell slot
14+	Another first level spell slot
15+	1 second level spell slot (only when you can cast these)
16+	Another second level spell slot (only when you can cast these)
17+	1 third level spell slot (only when you can cast these)
18+	1 fourth level spell slot (only when you can cast these)

These extra spell slots are in addition to the spell slots you get from Table 3.2.4a.



Turn Undead: Clerics can “turn” the undead, and certain kinds of lesser fiends. For good and neutral clerics, this means causing them to retreat and possibly even destroying them. For evil clerics this means making them non-hostile, or even bringing them under the cleric’s control; an evil cleric can command undead or lesser fiends as servants or minions.

In combat situations, treat turning like casting a spell with a casting time of 0 segments. In other words, if you decide to turn, you can’t attack or cast a spell in the same round, but your turning attempt can’t be interrupted.

Turning is described in Chapter Six, Section 6.5.

Optional Rule For Evil Clerics: Some GMs rule that evil clerics can turn paladins. The paladin counts as Type 6, plus one for every two levels they have in the paladin class, rounded down, so a 5th level paladin counts as a Type 10 for the purposes of this rule.

1.3.2.3. HIGHER-LEVEL ABILITIES

7th Level—Divine Craft

You can create holy water, create certain potions, and write clerical scrolls. You can only create a scroll if you could cast all of the spells on it. For any use of Divine Craft, you’ll always need a list of ingredients, some of which will be costly and others of which will be hard to acquire.

Once you reach this level, you can make potions of *healing* and potions of *extra healing*. Your GM might allow you to make other potions depending on your religion. For example, your GM might say that a cleric of Ares can make potions of heroism, and a cleric of Poseidon can make potions of *water breathing.*

As a Cleric, you are forbidden from creating potions or scrolls for monetary profit. They must be for your own use, for the use of a follower, or must be given away to a deserving recipient.

- Brewing a potion of *healing* costs 200 gp (half the gp value of the potion) and takes 2 days of uninterrupted work.
- Brewing a potion of *extra-healing* costs 400 gp and takes 4 days of uninterrupted work.

Writing a scroll takes a full day per level of the spell, costs 50 gp per level of the spell, and has a 20% chance of complete failure (you will, however, know that the scribing has failed).

9th Level—High Priest/Priestess

You can establish a temple and attract followers, as described in Section 3.2.

16th Level—Divine Power

You can try to make certain permanent magic items. This is even more difficult than creating a potion or scroll, and the ingredients you need will be proportionately rarer, more costly and more challenging to acquire, according to the item’s power. Success is never guaranteed. Your GM will decide which magic items you have a chance of making, according to your religion.

1.3.2.4. CLERIC LEVEL ADVANCEMENT

TABLE 1.3.2.4A: CLERIC LEVEL ADVANCEMENT

				DIVINE SPELL SLOTS BY LEVEL						
LEVEL	**XP NEEDED**	**HIT DICE (D8)**	**WEAPON PROFICIENCIES**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	0	1	2	1	—	—	—	—	—	—
2	1,500	2	2	2	—	—	—	—	—	—
3	3,000	3	2	2	1	—	—	—	—	—
4	6,000	4	3	3	2	—	—	—	—	—
5	13,000	5	3	3	3	1	—	—	—	—
6	27,000	6	3	3	3	2	—	—	—	—
7	55,000	7	4	3	3	2	1	—	—	—
8	110,000	8	4	3	3	3	2	—	—	—
9	220,000	9	4	4	4	3	2	1	—	—
10	450,000	9+2*	5	4	4	3	3	2	—	—
11	675,000	9+4*	5	5	4	4	3	2	1	—
12	900,000	9+6*	5	6	5	5	3	2	2	—
13	1,125,000	9+8*	6	6	6	6	4	2	2	—
14	1,350,000	9+10*	6	6	6	6	5	3	2	—
15	1,575,000	9+12*	6	7	7	7	5	4	2	—
16	1,800,000	9+14*	6	7	7	7	6	5	3	1
17	2,050,000	9+16*	6	8	8	8	6	5	3	1
18	2,300,000	9+18*	6	8	8	8	7	6	4	1
19	2,550,000	9+20*	6	9	9	9	7	6	4	2
20	2,700,000	9+22*	6	9	9	9	8	7	5	2

*After you reach 9th level, you don't get any more hit dice or Constitution hp adjustments. Instead you get a fixed +2 hp per level.

TABLE 1.3.2.4B: CLERIC SAVING THROWS

LEVEL	**TYPE OF SAVING THROW**				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	**BREATH WEAPONS**	**DEATH/ PARALYSIS/POISON**	**PETRIFACTION/ POLYMORPH**	**SPELLS FOR UNLISTED CATEGORIES**
1–3	14	16	10	13	15
4–6	13	15	9	12	14
7–9	11	13	7	10	12
10–12	10	12	6	9	11
13–15	9	11	5	8	10
16–18	8	10	4	7	9
19+	6	8	2	5	7

TABLE 1.3.2.4C: CLERIC TO-HIT TABLE

LEVEL	**ROLL REQUIRED TO HIT ARMOUR CLASS (D20)**																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
1–3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
4–6	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
7–9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
10–12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
13–15	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
16–18	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
19+	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

1.3.3. DRUID

Druids are priests of nature or the natural world. Some worship nature gods; others are in touch with totem spirits or kami. They maintain and protect holy places, perform rites of passage, lead festivals, and protect and promote balance and harmony with nature. They have power over fire, stone, weather, plants, and animals.

Rather than using a holy symbol as clerics do, druids need magical plants—mistletoe, holly, or oak leaves—to cast their spells. Wherever a druidic spell has a material component, you must have one of these plants to cast it. There may be other material components as well. You must personally harvest these plants using a special sickle by the light of the full moon, or in the darkness of the new moon. If you use mistletoe or holly that you didn't personally harvest in exactly this way, your spell will be *diminished*. To diminish a spell, halve its area of effect; or if that's not possible, halve its damage dice; or if that's not possible, give the spell's target a bonus of +4 on its saving throw.

Oak leaves are less magical than mistletoe or holly, so spells powered by oak leaves are always diminished.

If your campaign is set in a different climate your GM might change the magical plants you can use. Druids from some climates might use bamboo, banyan tree leaves, cedar, or teak.

Like clerics, druids don't need spell books. Your spells come from gods or nature spirits, who will normally let you choose from all the spells available to a druid of your level. Occasionally they might choose to grant you other spells than those you request, and if you are out of favour for some reason, your GM might say the spirits won't grant you any spells at all.

Unlike most other classes, druids don't make strongholds. At any level you can occupy a magical grove, but it isn't "your" magical grove in any sense. You won't attract any human followers, but you can befriend the local plants, animals and birds near your dwelling place.

Reaching the Top of the Druidic Hierarchy: There can only be a certain number of high-level druids in a druidic hierarchy. The limits are: 12th level druid (High Druid)—no more than three at any one time; 13th level druid (Archdruid)—no more than 2 at any one time, 14th level druid (Supreme Druid)—only one at a time. A world might contain more than one druidic hierarchy, but there will only be one hierarchy in any given location. If you want to become the Supreme Druid in the area where you live, there will already be a Supreme Druid in charge of the druids in that area.

If you get so many experience points that you earn one of these levels, but there is no vacancy, then you can try to create one. You must issue a formal challenge to a druid of the right level. If they decline the challenge, or if they don't accept it promptly, then they have lost it. If they accept, then you and they compete in a contest of some kind, which is often a duel but doesn't have to be.

The loser of such a contest loses one level of experience. Their xp total is set at the very minimum to qualify for the new level. This could, in turn, result in a further contest if the preceding level is also fully occupied.

1.3.3.1. THE DRUID CHARACTER

Minimum Scores: STR 6, CON 6, INT 6, WIS 12, CHA 15

Hit Die Type: d8 (max 14)

Alignment: Neutral only

Prime Requisite Bonus: 10% bonus to XP if WIS and CHA are both 16+

Armour/Shield Allowed: Leather armour and wooden shields only

Weapons Allowed: Club, dagger, dart, hammer, scimitar, sling, spear, staff, and torch. Some faiths allow druids to use flaming oil.

Weapon Proficiencies: 2 (additional proficiency at level 4, 7, 10, and 13)

Non-Proficiency Penalty: -4 To Hit

Weapon Specialisation: No

Initial Gold Pieces: 3d6 x 10

1.3.3.2. DRUID CLASS ABILITIES

Spell Casting

- You can memorise and cast druidic spells. How many spells you can memorise depends on what "spell slots" you have. For druids, your spell slots are shown on Table 3.3.4a.
- Unlike a magic-user, you don't have a spell book and don't have to learn (understand) spells. You can memorise all the divine spells from the spell list as long has you have the right spell slots available.
- You must memorise spells before you can cast them.
- When you've cast a spell, it's no longer in your memory and you can't use it again unless you've memorised it twice. You're said to have an empty spell slot.
- You can choose to forget a spell without casting it.
- If you have empty spell slots, you can memorise spells in those slots. See Section 1.8.1.2, "Spell Memorisation".

Bonus Spells: As a druid you can memorise extra spells if your Wisdom is high enough. You have all the bonus spell slots given to lower wisdom scores (this is a cumulative list).

WISDOM	EXTRA SPELL SLOTS
13+	1 first level spell slot
14+	Another first level spell slot
15+	1 second level spell slot (only when you can cast these)
16+	Another second level spell slot (only when you can cast these)
17+	1 third level spell slot (only when you can cast these)
18+	1 fourth level spell slot (only when you can cast these)

These extra spell slots are in addition to the spell slots you get from Table 3.3.4a.

Druids' Cant: All druids, including you, learn a secret language called Druids' Cant as part of their training.

Saving Throw Bonus: If you are allowed a saving throw against fire damage or lightning damage, you may add +2 to your saving throw roll.

1.3.3.3. HIGHER-LEVEL ABILITIES

3rd Level—Druid's Knowledge

If you see a plant, animal, or bird, then you know its species and breed. If you see animal tracks or spoor, then you know what kind of animal made it. If you find water in the wilderness, then you know whether it's pure and safe to drink. If you find fruit, nuts, roots or berries, then you know whether they're safe to eat.

3rd Level—Wilderness Movement

You can choose to move through natural growth or undergrowth at your full movement speed. You can choose to leave no tracks or trace of your passing.

7th Level—Immune to Fey Charm

Fey creatures can't charm you.

7th Level—Shapeshift

You can change your form up to three times. You regain all uses of this feature when the sun rises.

- The form you take must be a natural animal or bird, no smaller than a mouse and no larger than double your normal weight. When you do this, you are a composite creature with your mind and its body. You use the creature's movement rate and combat statistics, except for hit points. You use your normal druid hit points.
- You can't use this feature to shapeshift into any human, demi-human or humanoid form except your own. While you're shapeshifted, you can't cast spells, and you can only talk if you take a form that has a voice (such as a parrot). If you turn into a venomous creature, then your venom doesn't affect elementals, fiends, golems, jellies, oozes, slimes, or the undead.
- If you're injured when you shapeshift, then shapeshifting heals you, based on your level. The amount you heal is 3d10 hp if you're level 7, 4d10 hp if you're level 8 or 9, 5d10 hp if you're level 10 or 11, 6d10 hp if you're level 12 or 13, or 7d10 hp if you're level 14.
- You can choose to turn back into your regular form without consuming a use of this feature. Doing so doesn't heal you.
- In combat situations, shapeshifting is treated like casting a spell with a casting time of 0 segments. In other words, if you decide to change form, then you can't attack with a weapon or cast a spell in the same round, but your change of form can't be interrupted.

7th Level—Druidic Craft

You can create certain potions and write druidic scrolls. You can only create a scroll if you could cast all of the spells on it.

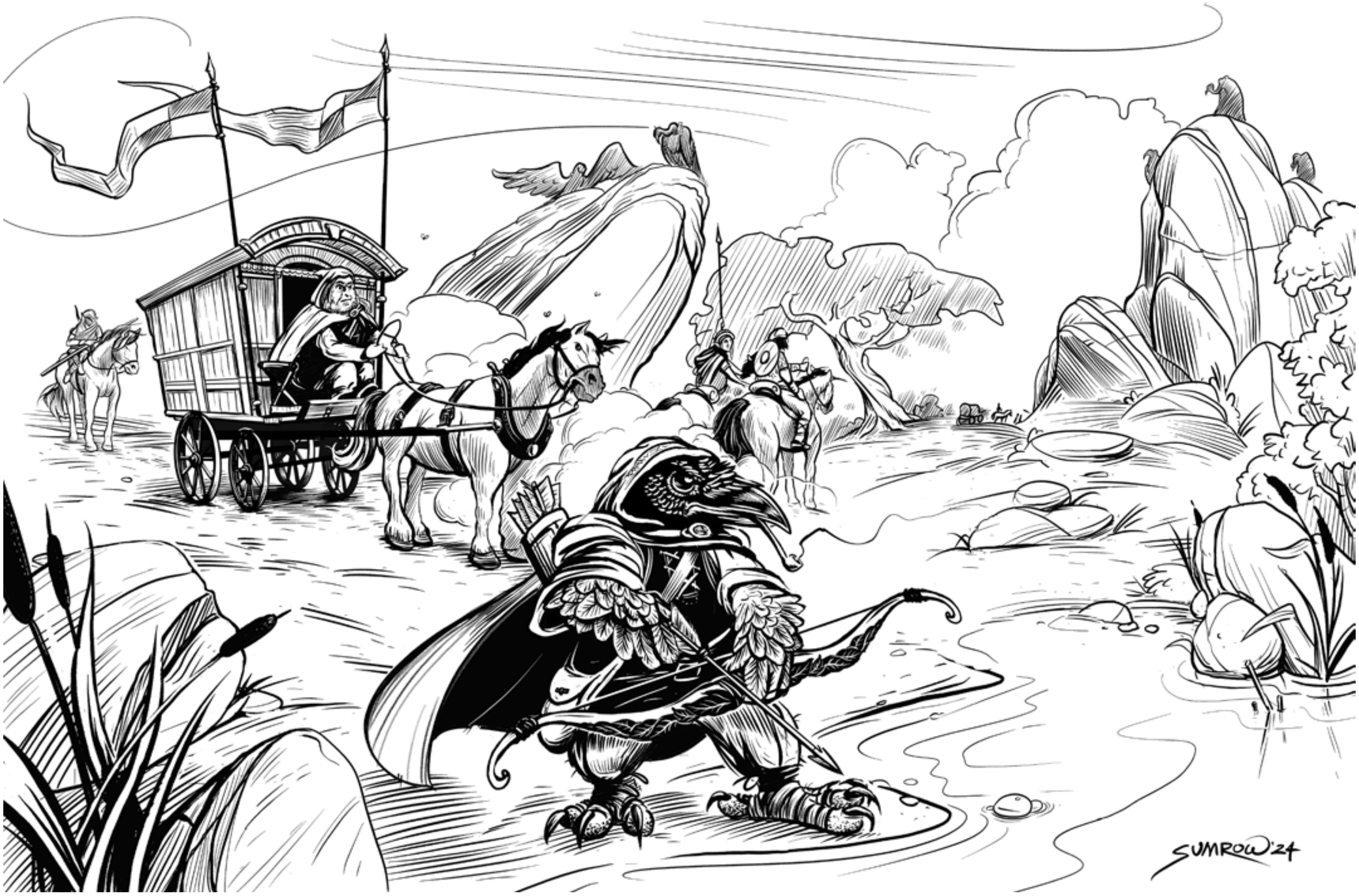
Once you reach this level, you can make potions of *healing* and potions of *extra healing*. Your GM might allow you to make other potions. There are only 10 days on the druidic calendar appropriate for brewing potions in any given year; brewing more potions than this has a 50% chance of failure (the cost is still paid and the time lost) unless there is some sort of divine intervention, as in a case of dire necessity such as a war for the preservation of a druidic holy site.

- Brewing a potion of *healing* costs 200 gp (half the gp value of the potion) and takes 2 days of uninterrupted work.
- Brewing a potion of *extra-healing* costs 400 gp and takes 4 days of uninterrupted work.

Writing a scroll takes a full day per level of the spell, costs 50 gp per level of the spell, and has a 20% chance of complete failure (you will, however, know that the scribing has failed). As a druid, you are forbidden from writing scrolls of druidic spells for your own profit.

13th Level—Druidic Power

You can try to make certain permanent magic items. This is even more difficult than creating a potion or scroll, and the ingredients you need will be proportionately rarer, more costly and more challenging to acquire, according to the item's power. Success is never guaranteed. Your GM will decide which magic items you have a chance of making.



1.3.3.4. DRUID LEVEL ADVANCEMENT

TABLE 1.3.3.4A: DRUID LEVEL ADVANCEMENT

					DRUIDIC SPELL SLOTS BY LEVEL						
LEVEL	**XP NEEDED**	**HIT DICE (D8)**	**WEAPON PROFICIENCIES**	**NOTES**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	0	1	2		2	—	—	—	—	—	—
2	2,000	2	2		2	1	—	—	—	—	—
3	4,000	3	2	Druid's Knowledge; Wilderness Movement	3	2	1	—	—	—	—
4	8,000	4	3		4	2	2	—	—	—	—
5	12,000	5	3		4	3	2	—	—	—	—
6	20,000	6	3		4	3	2	1	—	—	—
7	35,000	7	4	Immunity to Fey *Charm*; Shapeshift	4	4	3	1	—	—	—
8	60,000	8	4		4	4	3	2	—	—	—
9	90,000	9	4		5	4	3	2	1	—	—
10	125,000	10	5		5	4	3	3	2	—	—
11	200,000	11	5		5	5	3	3	2	1	—
12	300,000	12	5	High Druid	5	5	4	4	3	2	1
13	750,000	13	6	Archdruid	6	5	5	5	4	3	2
14	1,500,000	14	6	Supreme Druid	6	6	6	6	5	4	3

TABLE 1.3.3.4B: DRUID SAVING THROWS

LEVEL	**TYPE OF SAVING THROW**				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	**BREATH WEAPONS**	**DEATH/ PARALYSIS/POISON**	**PETRIFACTION/ POLYMORPH**	**SPELLS FOR UNLISTED CATEGORIES**
1–3	14	16	10	13	15
4–6	13	15	9	12	14
7–9	11	13	7	10	12
10–12	10	12	6	9	11
13–14	9	11	5	8	10

TABLE 1.3.3.4C: DRUID TO-HIT TABLE

LEVEL	**ROLL REQUIRED TO HIT ARMOUR CLASS (D20)**																			
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
1–3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
4–6	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
7–9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
10–12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
13–14	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

1.3.4. FIGHTER

When the clash of steel rings out in grim forests or gloomy dungeons, it's the fighter who bears the brunt of battle. Fighters are the backbone of an adventuring party; without fighters to hold the line, the other characters will likely be overrun before they can bring their own skills to bear. Together with the ranger and paladin, they have the most hit points, which reflects their hardiness and courage.

Of all the classes, fighters have the best chance "to hit", particularly at high level. They can use any kind of armour, shield, or weapon.

Gaining Nobility and a Castle: When you reach 9th level, you've risen high enough in society to establish a stronghold of your own. To do this, you must acquire land (either by feudal grant, purchase, or by conquest) and then build, or cause to be built, a suitable complex of buildings to begin your fiefdom. If you offer fair taxes for your freeholders, decent wages for your staff, and just judgment on crimes and disputes; or if, as an evil fighter, you offer chances to oppress and extort; then people from all around will start to arrive. Among these will be a mercenary captain who is a NPC fighter of level 1d4+3, together with 4d20 NPCs who can fight as 0-level mercenaries, who broadly match your own alignment.

1.3.4.1. THE FIGHTER CHARACTER

Minimum Scores: STR 9, DEX 6, CON 7, INT 3, WIS 6, CHA 6

Hit Die Type: d10 (max 9)

Alignment: Any

Prime Requisite Bonus: 10% bonus to XP if STR is 16+

Armour/Shield Allowed: Any

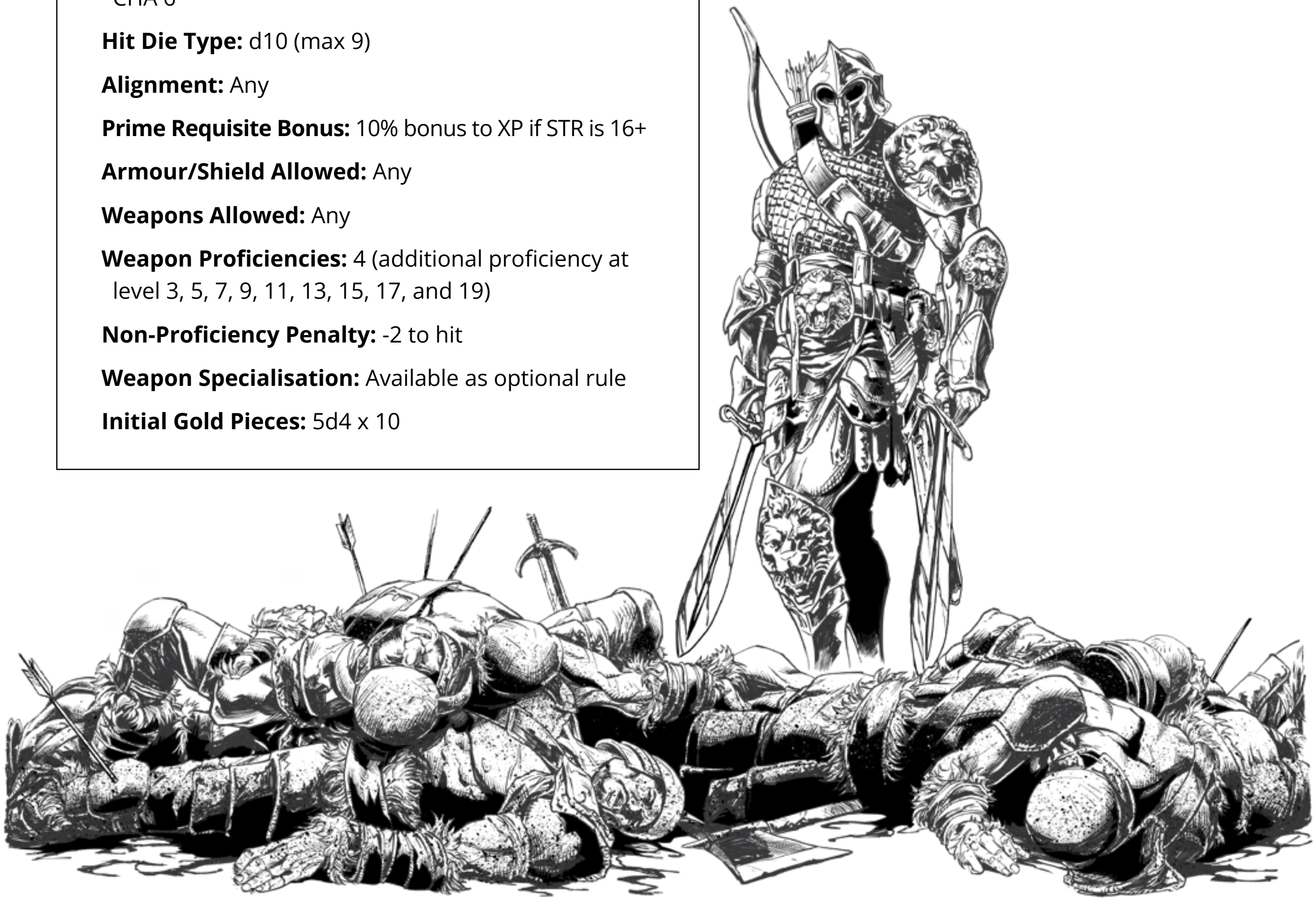
Weapons Allowed: Any

Weapon Proficiencies: 4 (additional proficiency at level 3, 5, 7, 9, 11, 13, 15, 17, and 19)

Non-Proficiency Penalty: -2 to hit

Weapon Specialisation: Available as optional rule

Initial Gold Pieces: 5d4 x 10



1.3.4.2. FIGHTER CLASS ABILITIES

Weapon Specialisation (Optional Rule): Weapon specialisation is an option for fighter characters, allowing you to spend weapon proficiency slots to become better at a specific weapon. There is a certain risk to this approach, because you're not guaranteed to find a magic weapon of exactly the right type to take advantage of the ability. See Section 1.3.13. *Weapon Specialisation*.

If you take weapon specialisation in a melee weapon and have declared an attack with that weapon, you attack with a Melee Attack Combination (3/2). See below for details.

1.3.4.3. HIGHER-LEVEL ABILITIES

2nd Level—Heroic Assault

A heroic assault can only target enemies that couldn't have rolled 8 or more hit points on its hit dice (a creature with 1d6+1 hit points is a valid target, but a creature with 2d4 hit points or 1d8 hit points are not valid targets). When you make a heroic assault, you act on the first segment of the round, regardless of the initiative roll. You can attack one targetable enemy that's within range of your weapon for each level you have in the fighter class. If you make a heroic assault, you can't also make a regular attack or a Melee Attack Combination on the same round.

Example: A level 5 fighter is faced by 5 kobolds (kobolds have a single d4 hit die). The fighter can make an attack against each of the 5 kobolds using a heroic assault.

7th Level—Melee Attack Combination (3/2)

You can make 3 melee attacks over the course of 2 rounds. *Round 1:* you can attack in segment 1 and segment 10, regardless of your initiative roll. *Round 2:* you do not get an extra attack, and you attack in normal initiative sequence. *Round 3:* the sequence starts over (with attacks in segment 1 and segment 10). If something delays your second attack so it would take place after segment 10, then you don't get to make your second attack.

This only applies to non-specialised weapons; if you have taken weapon specialisation and are using your specialised weapon, your Melee Attack Combination is improved to 2/1 with the weapon.

8th Level—Mighty Blow

When you have so many bonuses that the number you need on your to hit roll is actually *negative*, convert the negative number to a positive and add it to the damage die.

Example: A 20th level fighter with 19 Strength and a +5 sword attacks an AC 2 [18] dragon. The fighter needs a -9 to hit it, so adds +9 to their damage roll.

9th Level—Stronghold and Title

You are able to build a stronghold and attract followers as described above.

13th Level—Melee Attack Combination (2/1)

You are able to make 2 attack rolls per round. Each round you can attack in segment 1 and segment 10, regardless of your initiative roll. If something delays your second attack so it would take place after segment 10, then you don't get to make your second attack.

This only applies to non-specialised weapons; if you have taken weapon specialisation and are using your specialised weapon, your Melee Attack Combination is improved to 5/2 with the weapon (See Section 1.3.13. *Weapon Specialisation*).

1.3.4.4. FIGHTER LEVEL ADVANCEMENT

TABLE 1.3.4.4A: FIGHTER LEVEL ADVANCEMENT

LEVEL	XP NEEDED	HIT DICE (D10)	NOTES
1	0	1	—
2	2,000	2	Heroic Assault
3	4,000	3	—
4	8,000	4	—
5	17,000	5	—
6	35,000	6	—
7	70,000	7	Melee Attack Combination (3/2)
8	125,000	8	Mighty Blow
9	250,000	9	Stronghold and Title
10	500,000	9+3*	—
11	750,000	9+6*	—
12	1,000,000	9+9*	—
13	1,250,000	9+12*	Melee Attack Combination (2/1)
14	1,500,000	9+15*	—
15	1,750,000	9+18*	—
16	2,000,000	9+21*	—
17	2,250,000	9+24*	—
18	2,500,000	9+27*	—
19	2,750,000	9+30*	—
20	3,000,000	9+33*	—

*After you reach 9th level, you don't get any more hit dice or Constitution hp adjustments. Instead you get a fixed +3 hp per level.

TABLE 1.3.4.4B: FIGHTER SAVING THROWS

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH/ PARALYSIS/POISON	PETRIFACTION/ POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
0	18	20	16	17	19
1–2	16	17	14	15	17
3–4	15	16	13	14	16
5–6	13	13	11	12	14
7–8	12	12	10	11	13
9–10	10	9	8	9	11
11–12	9	8	7	8	10
13–14	7	5	5	6	8
15–16	6	4	4	5	7
17–18	5	4	3	4	6
19+	4	3	2	3	5

TABLE 1.3.4.4C: FIGHTER TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
0	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
15	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
17	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
18	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
19	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
20+	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11

1.3.5. ILLUSIONIST

Illusionists practice phantasmal magic, which influences senses and minds. Illusionist characters are a lot like magic-user characters, because phantasmal magic works the same way as arcane magic. Illusionists need spell books. As an illusionist, you can't cast a spell unless you've memorised it from a spell book—or unless you're using a magic item, such as a scroll, that lets you cast a spell.

Building a Manse or Manor: When you reach 10th level in this class, you can establish a stronghold if you have land to build it on, and might even be offered a title of nobility if you clear out a dangerous wilderness area to rule. Most illusionists choose to build luxurious mansions in a city, or manor houses in the wilderness. Unlike many other classes, you don't automatically get any followers when your stronghold is built. If you want followers, you will need to hire or somehow attract them. Given the expense and annoyances, many illusionists don't bother.

1.3.5.1. THE ILLUSIONIST CHARACTER

Minimum Scores: STR 6, DEX 16, INT 15, WIS 6, CHA 6

Hit Die Type: d4 (max 10)

Alignment: Any

Prime Requisite Bonus: None

Armour/Shield Allowed: None

Weapons Allowed: Dagger, dart, oil, staff

Weapon Proficiencies: 1 (additional proficiency at level 6, 11, and 16)

Non-Proficiency Penalty: -5 to hit

Weapon Specialisation: No

Initial Gold Pieces: 2d4 x 10

1.3.5.2. ILLUSIONIST CLASS ABILITIES

Spell Casting: You can cast phantasmal spells from memory and from scrolls.

To cast a spell, it needs to be a spell you have successfully understood (see below), and memorised from your spell book into one of your spell slots. Available spell slots are determined by your illusionist level (see Table 1.3.5.4a).

You have a spell book which contains the formulas and words for certain spells. See "Spell Book" below to determine your starting spells. You can only memorise spells that you have copied into your spell book.

Memorising a spell also requires that you understand the spell, which isn't guaranteed. You automatically understand your starting spells, but when you find a new spell on a scroll or in another illusionist's spell book and try to copy it, you have to check to see if you can understand it (see "Phantasmal Spell Acquisition" below). If you don't understand the spell you can still copy it into your spell book, but you won't be able to memorise or cast it. Scrolls work differently; you can cast any phantasmal spell from a scroll, but doing so destroys the scroll.

Some spells are more complex than others. The first level spells are the easiest, and the seventh level spells are the most difficult. With each level you gain as an illusionist, you get the ability to memorise a certain number of first level spells, a certain number of second level spells, and so on. The progression is slow; you don't get a second level spell slot until you are a third level illusionist, and you need to reach 14th level as an illusionist before you can cast the extremely powerful seventh level spells. Table 1.3.5.4a shows which spells of each level you can cast.

The spells you can cast for a particular level are usually called "spell slots", because the term works quite well; you can't memorise a first-level spell in a second-level spell slot, and you "empty" a spell slot when you cast a spell.

Summary of Spell Casting Rules

- Before the adventure, if you have empty spell slots, you can memorise spells in those slots from spells that you understand and have copied into your spell book. See Section 1.8.1.2, "Spell Memorisation". A spell of a particular level can only be memorised in a spell slot for that level spell. You cannot, for example, use a second level spell slot to memorise a first level spell.
- When you cast a spell, the casting "empties" that spell slot, and the spell cannot be used again until you re-memorise spells and "re-load" that spell slot with the same spell or a different spell. This is because "memorising" a spell is a bit more than *just* memorisation; the formula of the spell is tied to the casting, and when the spell energy is released you can no longer cast the spell (unless you memorised the same spell in multiple spell slots, see below).

- You can memorise the same spell in more than one spell slot, which allows you to cast that same spell more than one time, but each memorisation must occupy a spell slot.
- You can choose to forget a spell without casting it. This frees up a spell slot.

Example: Ian the Illusionist is a fourth level illusionist, so he has three first level spell slots and two second level spell slots. For Ian's second level spells he memorises *invisibility* once and *mirror image* once (which he can only do if both are in his spell book). Ian really likes to cast *light* spells at his enemies' eyes, so for his first level spells he memorises *light* three times. He can't memorise any other first level spells, but he can cast *light* three times.

Spell Book: When you start adventuring, you know (i.e. your spell book contains) three first-level phantasmal spells from among the twelve first level phantasmal spells. Two of those spells are random, so roll 1d12 twice and re-roll any doubles. Your spell book contains the spells that correspond with the numbers you roll. After you've rolled those two spells, you can choose a third first-level phantasmal spell that you also know.

When you gain a level in the illusionist class, you can choose one phantasmal spell of any spell level that you are able to cast (after taking the new level into account). You learned that spell and wrote it into your spell book while you were gaining a level. This doesn't cost you any money and understanding the spell requires no die roll.

Learning Extra Spells: If you get hold of any extra spells—for example, if you find a phantasmal spell scroll while adventuring, or if you take another illusionist's spell book—then you can try to learn each spell in the scroll or book that's of a level you could cast. Your chance to understand each spell depends on your Intelligence:

TABLE 1.3.5.2A: PHANTASMAL SPELL ACQUISITION

INTELLIGENCE	CHANCE TO UNDERSTAND SPELL	MAXIMUM SPELLS UNDERSTOOD PER SPELL LEVEL
15–16	65	11
17	75	14
18	85	18
19	90	22

You only need to check once to see if you understand a spell. If you succeed, you understand the spell forever unless you choose to "drop" it from your understanding (see below).

You'll need to make a magical ink using special ingredients, which you must buy in a town or city. These ingredients cost 100 gp per level of the spell that you're copying. Copying the spell takes one hour per level of the spell. As soon as you finish copying it, you know that spell, and at the same time the spell disappears from the source text, leaving blank space as if it had never been written. When you copy the last spell from a scroll or spell book, that scroll or spell book crumbles to dust.

Note: OSRIC 3 does not have a minimum number of spells understood per spell level because that system is difficult and cumbersome to administer. We have replaced it with the rule that when you gain a new level you can automatically understand one spell of your choice.

If you have reached the maximum number of spells you can understand per spell level and want to add a new spell, you may "drop" your understanding of one spell of your choice to allow an attempt to understand the new spell. This is a gamble, because you might drop the spell and then not be able to understand the new one. You can't automatically re-understand the spell you dropped; you have to roll again to see if you can understand it. You may attempt this re-organisation of your memory at any time; you don't have to wait until you gain a level.

Phantasmal Notation

Illusionist spells and scrolls are recorded in a secret notation that is passed on to apprentice illusionists. Any illusionist can read phantasmal spells and scrolls without the need for a *read magic* spell. A magic-user can decipher phantasmal notation using *read magic*.

1.3.5.3. HIGHER-LEVEL ABILITIES

7th Level—Phantasmal Craft

You can brew potions, write phantasmal scrolls, and recharge aimed magic items (rods, staves and wands). You can only create a scroll if you know all of the spells on it. For any use of Phantasmal Craft, you'll always need a list of ingredients, some of which will be costly and others of which will be hard to acquire.

Brewing a potion requires a laboratory and the assistance of an alchemist (both of these are ongoing expenses).

In addition to the ongoing costs, brewing a potion costs half the gp value of the potion and takes 1 day of uninterrupted work per 50 gold pieces of cost.

Brewing potions on more than 100 days out of the year may cause you to suffer a health hazard determined by your GM.

Writing a scroll takes a full day per level of the spell, costs 50 gp per level of the spell, and has a 20% chance of complete failure (you will, however, know that the scribing has failed). Writing scrolls on more than thirty days out of the year causes a certain level of exhaustion; any further scroll-scribing is done with a failure risk of 40%.

14th Level—Phantasmal Power

If you know the spell *alter reality*, you can try to create magic items. This is even more difficult than creating a potion or scroll, and the ingredients you need will be proportionately rarer, more costly and more challenging to acquire, according to the item's power. Success is never guaranteed.

1.3.5.4. ILLUSIONIST LEVEL ADVANCEMENT

TABLE 1.3.5.4A: ILLUSIONIST LEVEL ADVANCEMENT

				PHANTASMAL SPELL SLOTS BY LEVEL						
LEVEL	**XP NEEDED**	**HIT DICE (D4)**	**NOTES**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	0	1		1	—	—	—	—	—	—
2	2,500	2		2	—	—	—	—	—	—
3	4,750	3		2	1	—	—	—	—	—
4	9,000	4		3	2	—	—	—	—	—
5	18,000	5		4	3	1	—	—	—	—
6	35,000	6		4	3	2	—	—	—	—
7	60,000	7	May Hire Followers; Phantasmal Craft	4	3	2	1	—	—	—
8	95,000	8		4	3	2	2	—	—	—
9	145,000	9		5	3	3	2	—	—	—
10	220,000	10	Master of Phantasms	5	4	3	2	1	—	—
11	440,000	10+1*		5	4	3	3	2	—	—
12	660,000	10+2*		5	5	4	3	2	1	—
13	880,000	10+3*		5	5	4	3	2	2	—
14	1,100,000	10+4*	Phantasmal Power	5	5	4	3	2	2	1
15	1,320,000	10+5*		5	5	4	4	2	2	2
16	1,540,000	10+6*		5	5	5	4	3	2	2
17	1,760,000	10+7*		6	5	5	4	3	3	2
18	1,980,000	10+8*		6	6	5	4	4	3	2
19	2,200,000	10+9*		6	6	5	5	5	3	2
20	2,420,000	10+10*		6	6	6	5	5	4	2

*After you reach 10th level, you don't get any more hit dice or Constitution hp adjustments. Instead you get a fixed +1 hp per level.

TABLE 1.3.5.4B: ILLUSIONIST SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	**BREATH WEAPONS**	**DEATH/ PARALYSIS/POISON**	**PETRIFACTION/ POLYMORPH**	**SPELLS FOR UNLISTED CATEGORIES**
1–5	11	15	14	13	12
6–10	9	13	13	11	10
11–15	7	11	11	9	8
16–20	5	9	10	7	6

TABLE 1.3.5.4C: ILLUSIONIST TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
1–5	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
6–10	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
11–15	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
16–20	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

1.3.6. MAGIC-USER

Magic-users, also called mages or wizards, practice arcane magic. The full principles of arcane magic are beyond mortal understanding—even the most brilliant magic-users struggle from momentary inklings to understand its complexity. Magic-users need spell books. As a magic-user, you can't cast a spell unless you've memorised it from a spell book—or unless you're using a magic item, such as a scroll, that lets you cast a spell.

Wizard's Tower

When you reach 11th level in this class, you can establish a stronghold and even a fiefdom if you have the title to land. Most magic-users build towers, but your stronghold could be a different kind of structure if you prefer. Unlike many other classes, you don't automatically get any followers when your stronghold is built. If you want followers, you will need to hire or somehow attract them.

1.3.6.1. THE MAGIC-USER CHARACTER

Minimum Scores: DEX 6, CON 6, INT 9, WIS 6, CHA 6

Hit Die Type: d4 (max 10)

Alignment: Any

Prime Requisite Bonus: 10% bonus to XP if INT is 16+

Armour/Shield Allowed: None

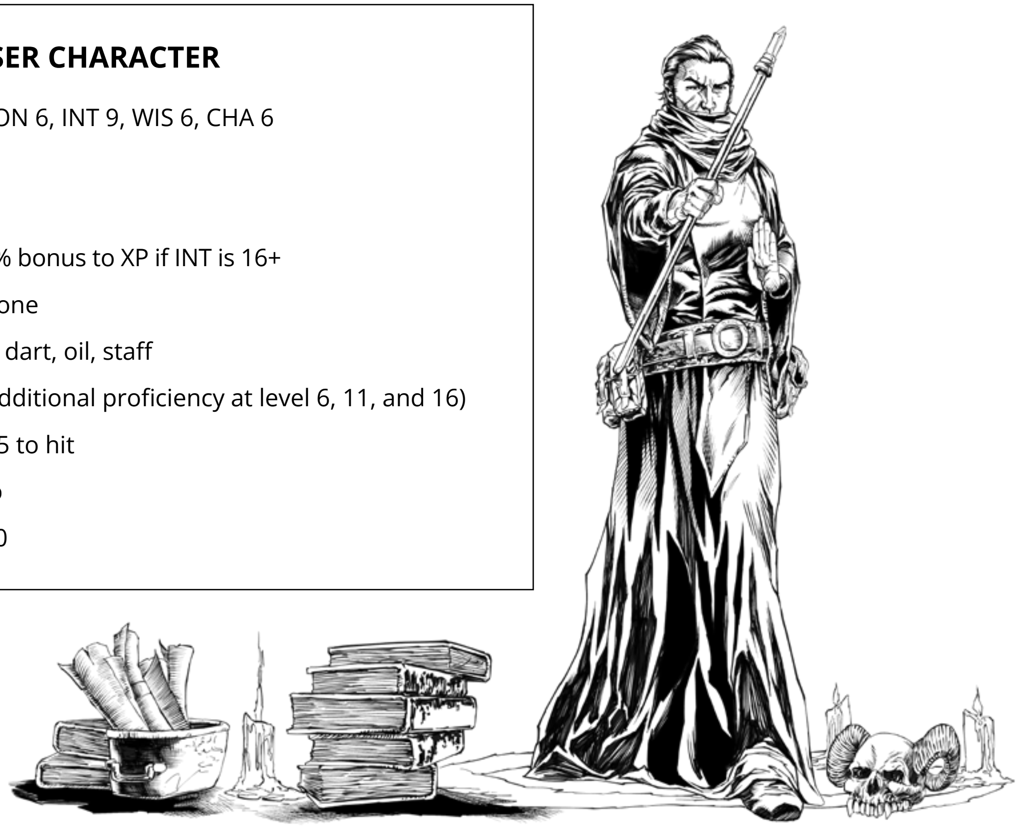
Weapons Allowed: Dagger, dart, oil, staff

Weapon Proficiencies: 1 (additional proficiency at level 6, 11, and 16)

Non-Proficiency Penalty: -5 to hit

Weapon Specialisation: No

Initial Gold Pieces: 2d4 x 10



1.3.6.2. MAGIC-USER CLASS ABILITIES

Spell Casting: You can cast arcane spells from memory and from scrolls.

To cast a spell, it needs to be a spell you have successfully understood (see below), and memorised from your spell book into one of your spell slots (see Table 1.3.6.4a). Available spell slots are determined by your magic-user level (see Table 1.3.6.4a).

You have a spell book which contains the formulas and words for certain spells. See "Spell Book" below to determine your starting spells. You can only memorise spells that you have copied into your spell book.

Memorising a spell also requires that you understand the spell, which isn't guaranteed. You automatically understand your starting spells, but when you find a new spell on a scroll or in another magic-user's spell book and try to copy it, you have to check to see if you can understand it (see "Arcane Spell Acquisition" below). If you don't understand the spell you can still copy it into your spell book, but you won't be able to memorise or cast it. Scrolls work differently; you can cast any arcane spell from a scroll, but doing so destroys the scroll.

Some spells are more complex than others. The first level spells are the easiest, and the ninth level spells are the most difficult. With each level you gain as a magic-user, you get the ability to memorise a certain number of first level spells, a certain number of second level spells, and so on. The progression is slow; you don't get a second level spell slot until you are a third level magic-user, and you need to reach 18th level as a magic-user before you can cast the incredibly-powerful ninth level spells. Table 1.3.6.4a shows which spells of each level you can cast.

The spells you can cast for a particular level are usually called "spell slots", because the term works quite well; you can't memorise a first-level spell in a second-level spell slot, and you "empty" a spell slot when you cast a spell.

Summary of Spell Casting Rules

- Before the adventure, if you have empty spell slots, you can memorise spells in those slots from spells that you understand and have copied into your spell book. See Section 1.8.1.2, "Spell Memorisation". A spell of a particular level can only be memorised in a spell slot for that level spell. You cannot, for example, use a second level spell slot to memorise a first level spell.
- When you cast a spell, the casting "empties" that spell slot, and the spell cannot be used again until you re-memorise spells and "re-load" that spell slot with the same spell or a different spell. This is because "memorising" a spell is a bit more than *just* memorisation; the formula of the spell is tied to the casting, and when the spell energy is released you can no longer cast the spell (unless you memorised the same spell in multiple spell slots, see below).
- You can memorise the same spell in more than one spell slot, which allows you to cast that same spell more than one time, but each memorisation must occupy a spell slot.
- You can choose to forget a spell without casting it. This frees up a spell slot.

Spell Book: When you start adventuring, your spell book contains four first level arcane spells from among the thirty first level arcane spells on the table in Chapter II. These four spells are automatically considered to be "understood" by your character. Determine two of them randomly, and then you can choose two others. However, you must have Read Magic as one of your spells, so if you didn't roll it randomly, you will have to use one of your choices to pick Read Magic.

Randomly determining a number from 1 to 30 can be done as follows: roll 1d6 and use a result of 1-2 as a 0, 3-4 as a 1, and 5-6 as a 2. This is the "tens" column. Then roll 1d10 for the "units" column. Using this method, a result of 0 (tens) and 2 (units) means that the final result is a 2, a result of 1 (tens) and 2 (units) means the final result is a 12, and the "special" result of 0 and 0 indicates that the final result is a 30. It's the same method used for percentile dice.

When you gain a level in the magic-user class, you can choose one arcane spell of any spell level that you can cast (taking the new level into account). You learned that spell and wrote it into your spell book while you were gaining a level. This doesn't cost you any money and understanding the spell requires no die roll.

Learning Extra Spells: If you get hold of any extra spells—for example, if you find an arcane spell scroll while adventuring, or if you take another magic-user's spell book—then you can try to learn each spell in the scroll or book that's of a level you could cast. You must cast *read magic* on a spell book or scroll before you can try to copy it.

Your chance to understand each spell depends on your Intelligence:

TABLE 1.3.6.2A: ARCANE SPELL ACQUISITION

INTELLIGENCE SCORE	CHANCE TO UNDERSTAND SPELL (D100)	MAXIMUM SPELLS UNDERSTOOD PER SPELL LEVEL
9-10	35	6
11–12	45	7
13–14	55	9
15–16	65	11
17	75	14
18	85	18
19	90	22

You only need to check once to see if you understand a spell. If you succeed, you understand the spell forever unless you choose to "drop" it from your understanding (see below).

You'll need to make a magical ink using special ingredients, which you must buy in a town or city. These ingredients cost 100 gp per level of the spell that you're copying. Copying the spell takes one hour per level of the spell. As soon as you finish copying it, you know that spell, and at the same time the spell disappears from the source text, leaving blank space as if it had never been written. When you copy the last spell from a scroll or spell book, that scroll or spell book crumbles to dust.

Note: OSRIC 3 does not have a minimum number of spells understood per spell level because that system is difficult and cumbersome to administer. We have replaced it with the rule that when you gain a new level you can automatically understand one spell of your choice.

If you have reached the maximum number of spells you can understand per spell level and want to add a new spell, you may "drop" your understanding of one spell of your choice to allow an attempt to understand the new spell. This is a gamble, because you might drop the spell and then not be able to understand the new one. You can't automatically re-understand the spell you dropped; you have to roll again to see if you can understand it. You may attempt this re-organisation of your memory at any time; you don't have to wait until you gain a level.

1.3.6.3. HIGHER-LEVEL ABILITIES

7th Level—Eldritch Craft

You can brew potions, write arcane scrolls, and recharge aimed magic items (rods, staves and wands). You can only create a scroll if you know all of the spells on it. For any use of Eldritch Craft, you'll always need a list of ingredients, some of which will be costly and others of which will be hard to acquire.

Brewing a potion requires a laboratory and the assistance of an alchemist (both of these are ongoing expenses).

In addition to the ongoing costs, brewing a potion costs half the gp value of the potion and takes 1 day of uninterrupted work per 50 gold pieces of cost.

Brewing potions on a total of more than 100 days out of the year may cause you to suffer a health hazard determined by your GM.

Writing a scroll takes a full day per level of the spell, costs 50 gp per level of the spell, and has a 20% chance of complete failure (you will, however, know that the scribing has failed). Writing scrolls on more than thirty days out of the year causes a certain level of exhaustion; any further scroll-scribing is done with a failure risk of 40%.

Recharging an aimed magic item is done by casting the appropriate spell into the wand or other item (in cases of an item that uses a charge for something other than a spell, the closest spell approved by the GM will suffice). However, every new charge carries the risk of destroying the item. It must make a saving throw vs. spells using your saving throw target number. If it fails the saving throw, the item is destroyed. An item that has zero charges cannot be recharged; it is no longer magical.

12th Level—Eldritch Power

If you know the spell *enchant an item*, you can try to create magic items. This is even more difficult than creating a potion or scroll, and the ingredients you need will be proportionately rarer, more costly and more challenging to acquire, according to the item's power. Success is never guaranteed.

1.3.6.4. MAGIC-USER LEVEL ADVANCEMENT

TABLE 1.3.6.4A: MAGIC-USER LEVEL ADVANCEMENT

				ARCANE SPELL SLOTS BY LEVEL								
LEVEL	**XP NEEDED**	**HIT DICE (D4)**	**NOTES**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1	0	1		1	—	—	—	—	—	—	—	—
2	2,400	2		2	—	—	—	—	—	—	—	—
3	4,800	3		2	1	—	—	—	—	—	—	—
4	10,250	4		3	2	—	—	—	—	—	—	—
5	22,000	5		4	2	1	—	—	—	—	—	—
6	40,000	6		4	3	2	—	—	—	—	—	—
7	60,000	7	Eldritch Craft	4	3	2	1	—	—	—	—	—
8	80,000	8		4	3	3	2	—	—	—	—	—
9	140,000	9		4	4	3	2	1	—	—	—	—
10	250,000	10		4	4	3	2	2	—	—	—	—
11	375,000	11	Wizard	4	4	4	3	3	—	—	—	—
12	750,000	11+1*	Eldritch Power	5	4	4	3	3	1	—	—	—
13	1,125,000	11+2*		5	5	4	3	3	2	—	—	—
14	1,500,000	11+3*		5	5	5	4	4	2	1	—	—
15	1,875,000	11+4*		5	5	5	4	4	3	2	—	—
16	2,250,000	11+5*		5	5	5	4	4	3	2	1	—
17	2,625,000	11+6*		5	5	5	5	5	4	3	2	—
18	3,000,000	11+7*	Archmage	5	5	5	5	5	4	3	2	1
19	3,375,000	11+8*		5	5	5	5	5	5	4	3	1
20	3,750,000	11+9*		5	5	5	5	5	5	4	3	2

*After you reach 10th level, you don't get any more hit dice or Constitution hp adjustments. Instead you get a fixed +1 hp per level.

TABLE 1.3.6.4B: MAGIC-USER SAVING THROWS

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH/ PARALYSIS/POISON	PETRIFACTION/ POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1–5	11	15	14	13	12
6–10	9	13	13	11	10
11–15	7	11	11	9	8
16–20	5	9	10	7	6

TABLE 1.3.6.4C: MAGIC-USER TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
1–5	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
6–10	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
11–15	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
16–20	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

1.3.7. MONK

As a Monk, you are a seeker after enlightenment, a member of an ascetic religious order pursuing mental, spiritual, and physical perfection. You are deadly with all weapons, and an expert in complex forms of unarmed combat. Although Monks do not wear armour, they improve in armour class as they gain levels due to a higher and higher degree of both enlightenment and martial artistry. Monks are relatively weak at lower levels, but at higher levels they approach the power of higher-level Magic-users, although in a much different way. Various stages of enlightenment grant Monks a wide variety of abilities; if you are playing a Monk character you will have to familiarise yourself with these before you start playing.

The Monk is not a precise reconstruction of the original character class, but it is very close. It is also the only character class to include class abilities that depend upon a minimum ability score. The monk is a very powerful class and had high minimum requirements for ability scores. Rather than leaving the class almost-unattainable for honest die-rolling, we have changed the minimum ability score from a class requirement into an ability-use requirement.

Restrictions

- You do not receive Strength bonuses to hit or on damage.
- You do not receive Dexterity bonuses to armour class.
- You must donate all of the treasure you obtain to a temple or other worthy cause, keeping only enough to support yourself and your followers.
- You may only keep five magic items, and no more than two of these may be weapons.
- You can only use certain types of magic items. These include magic weapons (of a type you can use), rings, and miscellaneous magic items that can be used by a member of the thief class. Monks cannot use other types of magic items, including potions.
- You may not have followers until you reach level 6.
- To advance to level 8 you must defeat an 8th level monk in a fair, weaponless combat. Such a combat to prove one's worth is required for every level thereafter.

Temple of the Grand Master: All monks are led by a mystical Grand Master, whom you must defeat in order to reach 17th level and become the Grand Master. When you do this, you assume control of the Temple of the Grand Master, but do not automatically attract followers.

1.3.7.1. THE MONK CHARACTER

Minimum Scores: STR 10, WIS 10, DEX 15. Characters that do not have STR 15+, WIS 15+, or CON 11+ will suffer some reduction in their class abilities, but may still be Monks.

Hit Die Type: d4 (max 18)

Alignment: Any Lawful

Prime Requisite Bonus: None

Armour/Shield Allowed: None

Weapons Allowed: Club, crossbow, dagger, hand axe, javelin, pole arm, spear, and staff only. No oil or poisons.

Weapon Proficiencies: 1 (additional proficiency at level 3, 5, 7, 9, 11 and 13)

Non-Proficiency: Penalty -3 to hit

Weapon Specialisation: No

Initial Gold Pieces: 5d4 (this is *not* x10)

1.3.7.2. MONK CLASS ABILITIES

Armour Class Improvement: Although you cannot wear armour, your armour class improves with level as shown on Table 1.3.7.4a.

Weaponless Attack: You can attack without a weapon, striking with your hands. The number of weaponless attacks you can make in a round, and the amount of damage, increases with level as shown on Table 1.3.7.4a.

Deadly Strike: When your weaponless attack roll is 5 higher than the required to-hit number, the target is stunned by the blow for 1d6 rounds. If the target is stunned, the mystic perfection of the blow also has a 5% chance to kill the opponent, provided the opponent's hit dice are no more than 1 higher than the Monk's. The unmodified die roll (not adding any modifiers) is what's used to determine if the attack roll is 5 higher than the required number.

Thieving Skills: You have thief skills as shown in Table 1.3.7.4b.

Deflect Missiles: You gain a saving throw (vs. petrifaction) to deflect arrows and other missile weapons, provided the missile is not magical.

Effect of Saving Throws: If you have Constitution 11+, when you are forced to make a saving throw against hit-point damage and you succeed, you take no damage even if the spell or other effect would cause damage on a successful saving throw. **Example:** A Monk succeeds on a saving throw against a dragon's breath, and would ordinarily take half damage in this situation. Since the saving throw succeeded, the Monk takes no damage.

1.3.7.3. HIGHER-LEVEL ABILITIES

Unlike other character classes, many of the level abilities for monks are affected by the character's ability scores. This requires more complex record-keeping by the player, but the original concept of the monk character class was also a lot more complicated than the other character classes.

A monk with "substandard" ability scores in Strength, Wisdom, or Constitution may not have access to certain class abilities, or may have a weaker version of the class ability. If the ability score is raised to the target level (probably by a wish spell), all the class abilities depending on that ability are immediately raised to full potential.

If a character temporarily loses points in an ability score, the temporary loss does *not* cause the character to lose class abilities or have to re-calculate their bonuses. The access to class abilities is measured by the character's normal state. If an ability score is permanently reduced, then the class abilities would be affected.

In all cases, the target ability scores are STR 15+, WIS 15+, and CON 11+.

Level 2

You gain a bonus to damage inflicted with weapons, which increases at higher levels.

- **Weapon Damage Bonus:** +1 (STR 15+); +0 (STR below 15).

Level 3

- **Speak with Animals (WIS 15+):** You gain the ability to *speak with animals* if you have Wisdom 15+.

Level 4

- **Weapon Damage Bonus:** +2 (STR 15+); +1 (STR below 15).
- **Controlled Fall:** If you fall, and are within 1ft of a wall, you can subtract 20ft of damage from the fall (usually 2d6). If your Dexterity is lower than 15, you can only subtract 10ft of damage from the fall.
- **Mind-Shield (WIS 15+):** You gain a mind-shielding ability which can prevent anyone from reading your mind (usually with an *ESP* spell, but this also applies to natural telepathy). The shield's chance of success is 70% and increases with level. If your Wisdom is lower than 15, the shield's chance of success is 50%.

Level 5

- **Mind-Shield (WIS 15+):** 72% (52% if Wisdom is lower than 15)
- **Immune to Disease (CON 11+):** You are immune to diseases.
- **Control Bodily Time:** You cannot be affected (even if you want to be) by the *slow* and *haste* spells.
- **Catch-up Ability:** if your Wisdom is lower than 15, you gain *speak with animals* at this level rather than at level 3.

Level 6

- **Weapon Damage Bonus:** +3 (STR 15+); +2 (STR below 15).
- **Controlled Fall:** If you fall, and are within 5ft of a wall, you can subtract 30ft of damage from the fall (usually 3d6). If your Dexterity is lower than 15, you can only subtract 20ft of damage from the fall.
- **Mind-Shield (WIS 15+)**: 74% (54% if Wisdom is lower than 15)
- **Self-Induced Catalepsy:** Once per day, you can slow your body's internal processes, almost putting yourself into a state of suspended animation. You appear to be dead, and poisons do not affect you until you emerge from this condition. You can maintain this state for 2 turns per level of experience.
- **Catch-up Ability:** If your Constitution is lower than 11, you gain immunity to disease at this level rather than at level 5.

Level 7

- **Mind-Shield:** 76% (56% if Wisdom is lower than 15)
- **Heal Self:** You can heal yourself by 1d4+1 hit points once per day.

Level 8

- **Weapon Damage Bonus:** +4 (STR 15+); +3 (STR below 15).
- **Mind-Shield:** 78% (58% if Wisdom is lower than 15)
- **Heal Self:** 1d4+2 hit points
- **Speak with Plants (WIS 15+):** You are able to *speak with plants* once per day.

Level 9

- **Mind-Shield:** 80% (60% if Wisdom is lower than 15)
- **Heal Self:** 1d4+3 hit points
- **Resistance to Mind Control (WIS 15+):** You have a 50% chance to resist any spell or magic that controls the mind, including *charm person, hypnosis*, *geas*, *quest*, and *suggestion*. This does not resist illusions. If the resistance fails and you are allowed a saving throw, you may still attempt the saving throw. This percentage increases with level. If your Wisdom is lower than 15, you still have the ability, but the base chance is 40%.
- **Catch-up Ability:** If your Wisdom is lower than 15, you gain the ability to *speak with plants* once per day at this level rather than at level 8.

Level 10

- **Weapon Damage Bonus:** +5 (STR 15+); +4 (STR below 15).
- **Mind-Shield:** 82% (62% if Wisdom is lower than 15)
- **Heal Self:** 1d4+4 hit points
- **Resistance to Mind Control:** 55% (45% if Wisdom is lower than 15).

Level 11

- **Mind-Shield:** 84% (64% if Wisdom is lower than 15)
- **Heal Self:** 1d4+5 hit points
- **Resistance to Mind Control:** 60% (50% if Wisdom is lower than 15).
- **Immune to Poison (CON 11+):** You are immune to the effect of poison if your Constitution is 11+. If your Constitution is lower than 11, you are not automatically immune, but you gain a +2 on saving throws against poison.
- **Establish Monastery:** At this level you may establish a monastery of your own.

Level 12

- **Weapon Damage Bonus:** +6 (STR 15+); +5 (STR below 15).
- **Mind-Shield:** 86% (66% if Wisdom is lower than 15)
- **Heal Self:** 1d4+6 hit points
- **Resistance to Mind Control:** 65% (55% if Wisdom is lower than 15).
- **Immune to *Geas* and *Quest* spells:** You already have a resistance to these spells as part of your resistance to Mind Control, but at this level you become completely immune to these two specific spells and do not need to roll resistance.

Level 13

- **Controlled Fall:** If you fall, and are within 10ft of a wall, you take no damage from the fall, regardless of the distance fallen.
- **Mind-Shield:** 88% (68% if Wisdom is lower than 15)
- **Heal Self:** 1d4+7 hit points
- **Resistance to Mind Control:** 70% (60% if Wisdom is lower than 15).
- **Harmonic Touch (WIS 15+):** Once per week, you may make a harmonic touch attack. If you fail to hit the victim with an unarmed strike within 2 rounds, the connection fails. If you hit a creature that is not immune to the power, you may then cause that creature to die by cutting off the harmonic connection. The death must be caused within one day per level of the monk's experience, or the effect is lost. Creatures that are not alive (undead, golems) are not affected. Creatures with more hit dice than (or twice as many hit points as) the monk are not affected. Creatures that can only be hit with magic weapons are not affected. Until your Wisdom is at least 15, you do not have this ability.

Level 14

- **Weapon Damage Bonus:** +7 (STR 15+); +6 (STR below 15).
- **Mind-Shield:** 90% (70% if Wisdom is lower than 15)
- **Heal Self:** 1d4+8 hit points
- **Resistance to Mind Control:** 75% (65% if Wisdom is lower than 15).

Level 15

- **Mind-Shield:** 92% (72% if Wisdom is lower than 15)
- **Heal Self:** 1d4+9 hit points
- **Resistance to Mind Control:** 80% (70% if Wisdom is lower than 15).

Level 16

- **Weapon Damage Bonus:** +8 (STR 15+); +7 (STR below 15).
- **Mind-Shield:** 94% (74% if Wisdom is lower than 15)
- **Heal Self:** 1d4+10 hit points
- **Resistance to Mind Control:** 85% (75% if Wisdom is lower than 15).

Level 17

- **Mind-Shield:** 96% (76% if Wisdom is lower than 15)
- **Heal Self:** 1d4+11 hit points
- **Resistance to Mind Control:** 90% (80% if Wisdom is lower than 15).

1.3.7.4. MONK LEVEL ADVANCEMENT

TABLE 1.3.7.4A: MONK LEVEL ADVANCEMENT

LEVEL	XP NEEDED	HIT DICE (D4)	ARMOUR CLASS	WEAPONLESS ATTACKS	WEAPONLESS DAMAGE	MOVEMENT RATE
1	0	2	10 [10]	1 per round	1d3	150
2	2,000	3	9 [11]	1 per round	1d4	160
3	5,000	4	8 [12]	1 per round	1d6	170
4	10,000	5	7 [13]	1 per round with second attack permitted after an attack roll of 16+	1d6	180
5	21250	6	7 [13]	1 per round with second attack permitted after an attack roll of 16+	1d6+1	190
6	45,000	7	6 [14]	1 per round with second attack permitted after an attack roll of 11+	1d6+1	200
7	100,000	8	5 [15]	1 per round with second attack permitted after an attack roll of 11+	1d6+2	210
8	200,000	9	4 [16]	1 per round with second attack permitted after an attack roll of 11+	2d6	220
9	350,000	10	3 [17]	2 per round	2d6+1	230
10	500,000	11	3 [17]	2 per round	2d6+1	240
11	700,000	12	2 [18]	2 per round with third attack permitted if either attack roll was 13+	2d6+2	250
12	950,000	13	1 [19]	2 per round with third attack permitted if either attack roll was 13+	3d6	260
13	1,250,000	14	0 [20]	2 per round with third attack permitted if either attack roll was 13+	3d6+1	270
14	1,750,000	15	–1 [21]	3 per round	3d6+1	280
15	2,250,000	16	–1 [21]	3 per round	4d6	290
16	2,750,000	17	–2 [22]	4 per round	5d6	300
17	3,250,000	18	–3 [23]	4 per round	6d6	310

TABLE 1.3.7.4B: THIEF SKILLS FOR MONKS

LEVEL	CLIMB	HIDE	LISTEN	PICK LOCKS	MOVE QUIETLY	TRAPS
1	85%	10%	10%	25%	15%	20%
2	86%	15%	10%	29%	20%	25%
3	87%	20%	15%	33%	27%	30%
4	88%	25%	15%	37%	33%	35%
5	90%	30%	20%	42%	40%	40%
6	92%	35%	20%	47%	47%	45%
7	94%	42%	25%	52%	55%	50%

TABLE 1.3.7.4B: THIEF SKILLS FOR MONKS CONTINUED

LEVEL	CLIMB	HIDE	LISTEN	PICK LOCKS	MOVE QUIETLY	TRAPS
8	96%	48%	25%	57%	62%	55%
9	98%	55%	30%	62%	70%	60%
10	99%	65%	30%	67%	78%	65%
11	99%	70%	35%	72%	86%	70%
12	99%	75%	35%	77%	94%	75%
13	99%	85%	40%	82%	99%	80%
14	99%	95%	40%	87%	99%	85%
15	99%	99%	50%	92%	99%	90%
16	99%	99%	50%	97%	99%	95%
17	99%	99%	55%	99%	99%	99%

Note: Monk thief skills may be modified by Dexterity. See Table 1.3.10.4c (Thief Skills—Dexterity Adjustments).

TABLE 1.3.7.4C: MONK SAVING THROWS

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	**BREATH WEAPONS**	**DEATH/ PARALYSIS/POISON**	**PETRIFACTION/ POLYMORPH**	**SPELLS FOR UNLISTED CATEGORIES**
1–4	14	16	13	12	15
5–8	12	15	12	11	13
9–12	10	14	11	10	11
13–16	8	13	10	9	9
17	6	12	9	8	7

TABLE 1.3.7.4D: MONK TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS (D20)																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
1–3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
4–6	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
7–9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
10–12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
13–15	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
16–17	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

1.3.8. PALADIN

A paladin is a holy knight, a paragon of righteousness sworn by sacred oaths to the cause of Lawful Good. As a paladin, if you ever break your vows, you lose your special paladin powers, so you become (possibly temporarily) a fighter character (of the same level). If you broke your vows by accident, then you can consult a senior NPC cleric of Lawful Good alignment, who will tell you what atonement and penance you can perform to regain your powers. If you broke your vows on purpose, then your powers will never come back.

Paladins in OSRIC resemble legendary knights like Sir Galahad or Sir Gawaine of the Arthurian cycle, but the more precise literary source is probably Holger Carlsen from Poul Anderson's *Three Hearts and Three Lions.*

Restrictions

1. You've sworn not to own, use, or carry more than ten magic items in total. Of these, only one can be a suit of magical armour, and only one can be a magical shield.
2. You've sworn to donate at least a tenth of your income to Lawful Good causes. This donation is called a "tithe", and you must personally hand the funds to NPCs who represents the Lawful Good causes you've chosen.
3. After you've paid the tithe, you can use your remaining money to maintain your gear, look after your stronghold, and pay your employees and servants. If there's any left after you've done this, you've sworn to donate the excess to other Lawful Good causes by personally handing the funds to NPCs who represent those causes.
4. You've sworn to be and always remain Lawful Good in alignment, and you've sworn not to associate with anyone who isn't of Good alignment.

Stronghold: When you reach 9th level in this class, you can establish a stronghold if you have land to build it on. Unlike many other classes, you don't automatically get any followers when your stronghold is built. There are so few who can live up to the exemplary standards set by a high-level paladin that potential followers tend to be put off. You can still have followers if you hire or somehow attract them.

1.3.8.1. THE PALADIN CHARACTER

Minimum Scores: STR 12, DEX 6, CON 9, INT 9, WIS 13, CHA 17

Hit Die Type: d10 (max 9)

Alignment: Lawful Good only

Prime Requisite Bonus: 10% bonus to XP if both STR and WIS are 16+

Armour/Shield Allowed: Any

Weapons Allowed: Any

Weapon Proficiencies: 3 (additional proficiency at level 5, 8, 11, 14, and 17)

Non-Proficiency Penalty: -2 to hit

Weapon Specialisation: Available as optional rule

Initial Gold Pieces: 5d4 x 10

1.3.8.2. PALADIN CLASS ABILITIES

Shielded by Faith: As a paladin you use a more favourable saving throw table than other classes.

Boon of Health: You're immune to diseases.

Curing Touch: You can cast the third level divine spell *cure disease*, without using a spell slot, on one living creature that you touch. After you've used this power, you can't use it again for a week. If you're 5th level or higher, you can use it twice a week, and if you're 10th level or higher, you can use it three times a week.

Detect Evil: You can cast the first level divine spell *Detect Evil* without using a spell slot. There's no limit to how often you can do this.

Protection From Evil: Your vows shield you from evil. You radiate permanent *protection from evil*, as the first level divine spell but with a radius of 10ft. If this effect is somehow suppressed or dispelled, it automatically returns at the beginning of the next combat round, even if you're unconscious. The effect ends when you die but returns when you're raised or resurrected.

Lay on Hands: When you touch a creature, you can choose to heal it by 2hp for each level you have in the Paladin class. You can use this power to heal yourself. When you've used this power, you can't use it again until dawn on the next day.

Weapon Specialisation (Optional Rule): Weapon specialisation is an option for paladin characters, allowing you to spend weapon proficiency slots to become better at a specific weapon. There is a certain risk to this approach, because you're not guaranteed to find a magic weapon of exactly the right type to take advantage of the ability. See Section 1.3.13. *Weapon Specialisation*.

If you take weapon specialisation in a melee weapon and have declared an attack with that weapon, you attack with a Melee Attack Combination (3/2). See below for details.

1.3.8.3. HIGHER-LEVEL ABILITIES

2nd Level—Heroic Assault

A heroic assault can only target enemies that couldn't have rolled 8 or more hit points on its hit dice (a creature with 1d6+1 hit points is a valid target, but a creature with 2d4 hit dice or 1d8 hit dice are not valid targets). When you make a heroic assault, you act on the first segment of the round, regardless of the initiative roll. You can attack one targetable enemy that's within range of your weapon for each level you have in the paladin class. If you make a heroic assault, you can't also make a regular attack or a Melee Attack Combination on the same round.

Example: A level 5 paladin is faced by 5 kobolds (kobolds have a single d4 hit die). The paladin can make an attack against each of the 5 kobolds using a heroic assault.

3rd Level—Turn Undead

You can turn undead like a good aligned cleric does. You count as a cleric two levels below your paladin level, so a 3rd level paladin turns undead as a 1st level cleric.

4th Level—Holy Steed

You can summon a Holy Steed—a mount like a heavy warhorse, but with double the hit points and an armour class bonus of 2. Your steed serves you faithfully until either you die or it does. If your Holy Steed is killed, it can be raised from the dead or resurrected as if it were a player character. After you've used this power, you can't use it again for ten years.

7th Level—Melee Attack Combination (3/2)

You can make 3 melee attacks over the course of 2 rounds. *Round 1:* you can attack in segment 1 and segment 10, regardless of your initiative roll. *Round 2:* you do not get an extra attack, and you attack in normal initiative sequence. *Round 3:* the sequence starts over (with attacks in segment 1 and segment 10). If something delays your second attack so it would take place after segment 10, then you don't get to make your second attack.

This only applies to non-specialised weapons; if you have taken weapon specialisation and are using your specialised weapon, your Melee Attack Combination is improved to 2/1 with the weapon.

8th Level—Mighty Blow

When you have so many bonuses that the number you need on your to hit roll is actually *negative*, convert the negative number to a positive and add it to the damage die. For example, a 20th level paladin with 19 Strength and a +5 sword attacks an AC 2 [18] dragon. The paladin needs a -8 to hit it, so adds +8 to the damage roll.

9th Level—Spell Casting

At 9th level you can cast divine spells. Even though you're 9th level, you cast spells like a 1st level cleric does. Each time you gain a level in the paladin class, your cleric casting level goes up by 1, until 16th level when you cast spells as an 8th level cleric. Your casting level stays at 8 no matter how many more levels you gain.

You don't get extra spell slots for high Wisdom. Only clerics and druids get this benefit.

13th Level—Melee Attack Combination (2/1)

You are able to make 2 attack rolls per round. Each round you can attack in segment 1 and segment 10, regardless of your initiative roll. If something delays your second attack so it would take place after segment 10, then you don't get to make your second attack.

This only applies to non-specialised weapons; if you have taken weapon specialisation and are using your specialised weapon, your Melee Attack Combination is improved to 5/2 with the weapon (See Section 1.3.13. *Weapon Specialisation)*.

1.3.8.4. PALADIN LEVEL ADVANCEMENT

TABLE 1.3.8.4A: PALADIN LEVEL ADVANCEMENT

LEVEL	XP NEEDED	HIT DICE (D10)	NOTES	SPELL CASTING LEVEL	SPELLS BY LEVEL			
					1	2	3	4
1	0	1		0	—	—	—	—
2	2,550	2		0	—	—	—	—
3	5,500	3	Turn Undead	0	—	—	—	—
4	12,500	4	Warhorse	0	—	—	—	—
5	25,000	5		0	—	—	—	—
6	45,000	6		0	—	—	—	—
7	95,000	7	Melee Attack Combination (3/2)	0	—	—	—	—
8	175,000	8		0	—	—	—	—
9	325,000	9	Spell Casting	1	1	—	—	—
10	600,000	9+3*		2	2	—	—	—
11	1,000,000	9+6*		3	2	1	—	—
12	1,350,000	9+9*		4	2	2	—	—
13	1,700,000	9+12*	Melee Attack Combination (2/1)	5	2	2	1	—
14	2,050,000	9+15*		6	3	2	1	—
15	2,400,000	9+18*		7	3	2	1	1
16	2,750,000	9+21*		8†	3	3	1	1
17	3,100,000	9+24*		8†	3	3	2	1
18	3,450,000	9+27*		8†	3	3	3	1
19	3,800,000	9+30*		8†	3	3	3	2
20	4,150,000	9+33*		8†	3	3	3	3

*After you reach 9th level, you don't get any more hit dice or Constitution hp adjustments. Instead you get a fixed +3 hp per level.

† You don't gain further casting levels.

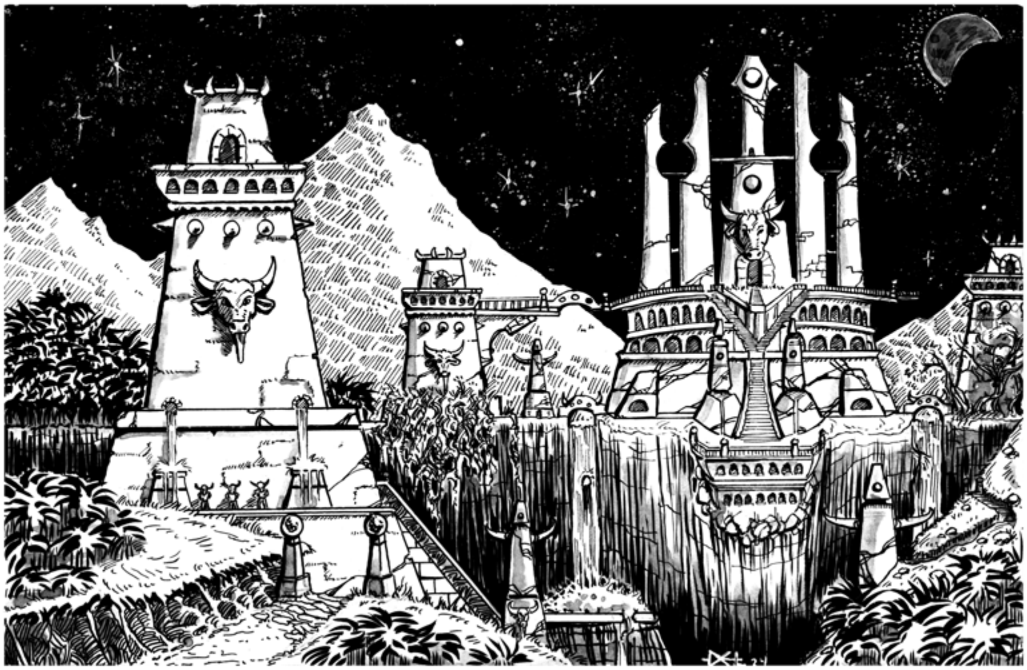


TABLE 1.3.8.4B: PALADIN SAVING THROWS

LEVEL	**TYPE OF SAVING THROW**				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	**BREATH WEAPONS**	**DEATH/ PARALYSIS/POISON**	**PETRIFACTION/ POLYMORPH**	**SPELLS FOR UNLISTED CATEGORIES**
1–2	14	15	12	13	15
3–4	13	14	11	12	14
5–6	11	11	9	10	12
7–8	10	10	8	9	11
9–10	8	7	6	7	9
11–12	7	6	5	6	8
13–14	5	3	3	4	6
15–16	4	2	2	3	5
17–18	3	2	2	2	4
19+	2	2	2	2	3

TABLE 1.3.8.4C: PALADIN TO-HIT TABLE

LEVEL	**ROLL REQUIRED TO HIT ARMOUR CLASS**																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
15	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
17	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
18	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
19	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
20+	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11

1.3.9. RANGER

Modelled on such fictional characters as Aragorn and Robin Hood, rangers defend the common folk from evils that lurk just outside civilisation's borders. Some rangers swear oaths like paladins do; others, who don't, are bound by their principles instead. If you breach your oaths or principles by accident, you can consult a senior NPC cleric of good alignment, who will tell you what good deeds you can do to regain your powers. If you break them on purpose, then your powers will never come back.

Rangers form a very loosely-organised association with all other rangers, an organisation with ties to druidism and the druids. Members of this character class are not simple trackers or guides, they are also scholarly in their own way, gaining both druidic and arcane spells at higher levels.

Unlike other classes rangers get an extra hit die at first level. Your starting hit points are 2d8, and if you have a constitution bonus to your hit points, then this applies to both of your hit dice.

Restrictions

1. You must be and always remain Good in alignment.
2. You must travel light. If you ever have more treasure than you can carry, you must give the excess to the poor. For the purposes of this rule, treasure that your mount or steed is carrying for you is "treasure you can carry". You must personally hand the treasure to non-player characters who're destitute, in poverty, or in need, and you can't ask anything in return.
3. You can't work with or travel with more than two other rangers at a time.
4. You can't employ hirelings or henchmen until you reach 8th level in the ranger class.

Stronghold: When you reach 9th level in this class, you can choose to build a stronghold if you have land to build it on. Some rangers don't, preferring to keep to an outdoor lifestyle. Whether or not you have a stronghold, you can choose to attract a band of followers at level 9. When you decide to attract followers, you can choose whether you get a Band of Merry Folk or a Band of Magical Creatures, as described in the OSRIC Game Master's Guide.

1.3.9.1. THE RANGER CHARACTER

Minimum Scores: STR 13, DEX 6, CON 14, INT 13, WIS 14, CHA 6

Hit Die Type: d8 (max 11 at 10th level)

Alignment: Any good

Prime Requisite Bonus: 10% to XP if all of STR, INT and WIS are 16+

Armour/Shield Allowed: Any

Weapons Allowed: Any

Weapon Proficiencies: 3 (additional proficiency at level 5, 8, 11, 14, and 17)

Non-Proficiency Penalty: -2 to hit

Weapon Specialisation: Available as optional rule

Initial Gold Pieces: 5d4 x 10

1.3.9.2. RANGER CLASS ABILITIES

Alert and Stealthy: When you try to surprise other creatures, you can choose to modify your surprise roll by -1. When other creatures try to surprise you, you can choose to modify their surprise roll by +1.

Cunning Tracker: When you try to follow a creature's tracks, your chance to succeed is 90% in rural or wilderness settings and 65% in urban or dungeon settings. Your GM will modify this chance according to the age of the trail, the prevailing terrain, the weather, the light conditions, and how many other creatures have passed since.

Fell Handed: When you use a melee weapon to attack an evil humanoid or giant, you can choose to add +1 to your damage roll for each level you have in the ranger class.

Weapon Specialisation (Optional Rule): Weapon specialisation is an option for ranger characters, allowing you to spend weapon proficiency slots to become better at a specific weapon. There is a certain risk to this approach, because you're not guaranteed to find a magic weapon of exactly the right type to take advantage of the ability. See Section 1.3.13. *Weapon Specialisation*.

If you take weapon specialisation in a melee weapon and have declared an attack with that weapon, you attack with a Melee Attack Combination (3/2). See below for details.

1.3.9.3. HIGHER-LEVEL ABILITIES

2nd Level—Heroic Assault

A heroic assault can only target enemies that couldn't have rolled 8 or more hit points on its hit dice (a creature with 1d6+1 hit points is a valid target, but a creature with 2d4 hit dice or a d8 hit die type are not valid targets). When you make a heroic assault, you act on the first segment of the round, regardless of the initiative roll. You can attack one targetable enemy that's within range of your weapon for each level you have in the ranger class. If you make a heroic assault, you can't also make a regular attack or a Melee Attack Combination on the same round.

8th Level—Melee Attack Combination (3/2)

You can make 3 melee attacks over the course of 2 rounds. *Round 1:* you can attack in segment 1 and segment 10, regardless of your initiative roll. *Round 2:* you do not get an extra attack, and you attack in normal initiative sequence. *Round 3:* the sequence starts over (with attacks in segment 1 and segment 10). If something delays your second attack so it would take place after segment 10, then you don't get to make your second attack.

This only applies to non-specialised weapons; if you have taken weapon specialisation and are using your specialised weapon, your Melee Attack Combination was improved to 2/1 at seventh level with the weapon.

8th Level—Mighty Blow

When you have so many bonuses that the number you need on your to hit roll is actually *negative*, convert the negative number to a positive and add it to the damage die. For example, a 20th level ranger with 19 Strength and a +5 sword attacks an AC 2 [18] dragon. The ranger needs a -8 to hit it, so adds +8 to the damage roll.

8th Level—Druidic Spell Casting

At 8th level you can cast druidic spells. Even though you're 8th level, you cast spells like a 1st level druid does (many spell effects are measured by druid level). For every two levels you gain in the ranger class above 8th, your druid casting level goes up by 1, until 18th level when you cast spells as an 6th level druid. Your casting level then stays at 6 no matter how many more levels you gain.

You don't get extra spell slots for high Wisdom. Only clerics and druids get this benefit.

9th Level—Arcane Spell Casting

At 9th level you can cast arcane spells. Even though you're 9th level, you cast spells like a 1st level magic-user does. Your arcane casting level (when a spell's effect is measured by magic-user level) is always the same as your *druid* casting level. At this point you receive a spell book from your mentor containing the same spells as a first-level magic-user (See section 1.3.6.2). Your acquisition of arcane spells is subject to the same rules as for magic-users. See Table 1.3.6.2a (Arcane Spell Acquisition).

15th Level—Melee Attack Combination (2/1)

You are able to make 2 attack rolls per round. Each round you can attack in segment 1 and segment 10, regardless of your initiative roll. If something delays your second attack so it would take place after segment 10, then you don't get to make your second attack.

This only applies to non-specialised weapons; if you have taken weapon specialisation and are using your specialised weapon, your Melee Attack Combination increased to 5/2 with the weapon when you reached level 13 (See Section 1.3.13. *Weapon Specialisation)*.

1.3.9.4. RANGER LEVEL ADVANCEMENT

TABLE 1.3.9.4A: RANGER LEVEL ADVANCEMENT

LEVEL	XP NEEDED	HIT DICE (D8)	NOTES	SPELL CASTING LEVEL	DRUID SPELLS			MAGIC-USER SPELLS	
					1	**2**	**3**	**1**	**2**
1	0	2		0	—	—	—	—	—
2	2,250	3		0	—	—	—	—	—
3	4,500	4		0	—	—	—	—	—
4	9,500	5		0	—	—	—	—	—
5	20,000	6		0	—	—	—	—	—
6	40,000	7		0	—	—	—	—	—
7	90,000	8		0	—	—	—	—	—
8	150,000	9	May employ followers Melee Attack Combination (3/2); Druidic Spell Casting	1	1	—	—	—	—
9	225,000	10	Arcane Spell Casting	1	1	—	—	1	—
10	325,000	11		2	2	—	—	1	—
11	650,000	11+2*		2	2	—	—	2	—
12	975,000	11+4*		3	2	1	—	2	—
13	1,300,000	11+6*		3	2	1	—	2	1
14	1,625,000	11+8*		4	2	2	—	2	1
15	1,950,000	11+10*	Melee Attack Combination (2/1)	4	2	2	—	2	2
16	2,275,000	11+12*		5	2	2	1	2	2
17	2,600,000	11+14*		5	2	2	2	2	2
18	2,925,000	11+16*		6†	3	2	2	2	2
19	3,250,000	11+18*		6†	3	2	2	3	2
20	3,575,000	11+20*		6†	3	3	2	3	2

* After you reach 11th level, you don't get any more hit dice or Constitution hp adjustments. Instead you get a fixed +2 hp per level. Each level gained thereafter requires 325,000 additional experience points and gains 2hp.

† You don't gain further casting levels.

TABLE 1.3.9.4B: RANGER SAVING THROWS

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH/ PARALYSIS/POISON	PETRIFACTION/ POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1–2	16	17	14	15	17
3–4	15	16	13	14	16
5–6	13	13	11	12	14
7–8	12	12	10	11	13
9–10	10	9	8	9	11
11–12	9	8	7	8	10
13–14	7	5	5	6	8
15–16	6	4	4	5	7
17–18	5	4	3	4	6
19+	4	3	2	3	5

TABLE 1.3.9.4C: RANGER TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
0	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
15	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
17	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
18	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
19	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
20+	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11

1.3.10. THIEF

Thieves live by their wits and skills, experts at a variety of different tasks. You might have been trained by a thieves' guild, or you might be a self-taught freelancer. Adventuring parties need your skills, and although the risks are greater as an adventurer, so are the rewards. The thief is the member of an adventuring party who is tasked with looking for traps, disarming dangerous devices, climbing walls to let down a rope for the others, and many other essential skills that keep the others alive long enough to do the fighting and the spell-casting.

Thieves in OSRIC are modelled on characters like the Gray Mouser from Fritz Leiber's stories, or Cugel the Clever from Jack Vance.

As a thief, your alignment must include the words "neutral" or "evil", but many GMs house-rule that you can be of any alignment except Lawful Good, to account for those who use thieving skills as an adventurer but don't make their living by stealing from others.

All thieves can communicate in the secret language known as Thieves' Cant.

Guildmaster: When you reach 10th level in the thief class, you've become famous enough to take over leadership of a Thieves' Guild, or establish your own. If taking over an existing Thieves' Guild, you will need to displace or remove its leader. A Guild typically consists of 6d4 NPC thieves of varying level.

1.3.10.1. THE THIEF CHARACTER

Minimum Scores: STR 6, DEX 9, CON 6, INT 6, CHA 6

Hit Die Type: d6 (max 10)

Alignment: Neutral or evil

Prime Requisite Bonus: 10% bonus to XP if DEX is 16+

Armour/Shield Allowed: Leather, padded, or studded leather armour only; no shields

Weapons Allowed: Club, dagger, dart, oil, sling, most swords (not bastard swords or two handed swords), torch

Weapon Proficiencies: 2 (additional proficiency at level 6, 10, 14, and 18)

Non-Proficiency Penalty: -3 to hit

Weapon Specialisation: No

Initial Gold Pieces: 2d6 x 10

1.3.10.2. THIEF CLASS ABILITIES

Your thief skills depend on your level (see Table 1.3.10.4b: *Thief Skills*), and may be modified by your dexterity and your ancestry (see Tables 1.3.10.4c and d). No matter how many modifiers you have, always roll. A roll of 01 always succeeds, and a roll of 00 always fails.

Backstab: If you're immediately behind a creature that isn't aware of you, you can backstab with any of the melee weapons a single-classed thief can use.

If you backstab, you gain a bonus of +4 to hit in place of the usual +2, and your damage die roll is multiplied as shown on Table 1.3.10.4b.

Your group may also decide that additional backstab damage will be resolved by rolling extra dice of damage instead of multiplying a single die. Using multiple dice instead of multiplying one die reduces the chance of a really bad (and a really good) result, pushing the results toward the average. The two methods are statistically identical.

RECOMMENDED INTERPRETATION:
Combat Backstab

The general rule is that a thief must succeed at both moving quietly and hiding to set up for a backstab. This makes sense if the thief is sneaking into a room alone to backstab an alert opponent. However, requiring success at two thief abilities plus the success at a to-hit roll makes backstabbing almost impossible to use at lower levels. We offer the following recommended rule:

If combat has begun in hearing range (or there is any other noise source), the thief only needs to make a successful Hide roll in order to be able to make a backstabbing attack. The sound of combat prevents "hearing" a thief's approach from behind. This gives even a first-level thief a 1 in 10 chance to move into position for a backstab (instead of a 1.5% chance).

Climb: You can scale sheer walls and surfaces and even cling to ceilings. You don't need to make a climbing check to climb a tree, rope, or ladder; your Climb skill is only for challenging climbs. You normally need to repeat the check at the mid-point of the climb. Failure means a fall.

Hide: You can try to hide behind cover, in a crowd of people, or in any area where you aren't directly lit, from creatures that don't already know you're there. Success means those creatures can't see you. You can move while hidden at half speed. If there is a lot of noise, this is all you need to sneak up on someone, but if it's quiet, you might also need to move quietly. The original AD&D rules were clear that you *didn't know* if you succeeded on the die roll, but in OSRIC, if you took an action to hide, you know whether or not you succeeded. If you failed, you can try again the next round.

Listen: If you aren't wearing a helmet that covers your ears, you can spend one round trying to detect a sound, such as from a creature that's being quiet. Any character (not just thieves) can listen with the same chance as a first-level thief. Thieves, however, improve with level.

Pick Locks: If you're holding a set of thieves' tools and you have the other hand free, then you can spend one combat round trying to pick a lock. Success means it opens.

Pick Pockets: If you've got a hand free and you're next to a creature that isn't aware of you, you can spend one combat round trying to pick its pocket. For every level or hit die of the target above level 3, there is a -5% modifier (-10% for level 5, -15% for 6 HD, etc.). If you fail by 20% or more, then your intended target notices you.

Read Languages: You have seen many purloined documents, such as title deeds or letters of credit, so you've learned a smattering of many languages. You can try to decipher any non-magical language that originates on the Prime Material Plane.

Move Quietly: You can try to move without other creatures hearing you. While you're attempting to move quietly, you move at half speed. If you're sneaking up on creatures who are in combat, you don't need to move quietly, but you do need to be hidden (see above). The only time you need to use both hide and move quietly is to sneak up on someone when there isn't any other noise. When using both hide and move quietly, you can still move at half speed.

The original AD&D rules were clear that you *didn't know* if you succeeded on the die roll, but in OSRIC, if you took an action to move quietly, you know whether or not you succeeded. If you failed, you can try again the next round.

Traps: You can check for traps and remove them using this skill. Usually you will check an object or item for traps (making the die roll), and if you successfully discover something that looks like a trap, you might choose to roll again to see if you can disarm it (or you might decide to just not mess with it).

- You can *check for traps* on a particular object or item (such as a statue or a door) in 1 round. You can't generally check a whole room or a floor for traps; that's usually done by tapping with a 10ft pole to see if anything bad happens. Get the fighter to do that. When you check an object or item for traps successfully, you will discover something like "there's a trip wire here" or "the statue is sitting on a pressure plate". Some traps are magical, not mechanical. For magical traps you can find whatever part of it is mechanical (maybe a little grate opens, so you can find the hinge), but whatever part of it is magical (if, say, the trap is triggered by proximity using a spell), isn't going to be identifiable by use of this skill. Clerics and Magic-users have spells that can handle magical traps. Failure on checking for traps doesn't activate the trap, but you also don't know it's there.
- You can also use this skill to *remove traps*. You already need to know that there's some kind of mechanism like the "trip wire" or the "pressure plate" mentioned above, or you don't have anything to remove. You probably found it by checking for traps although it's possible that you spotted a pressure plate with a ten foot pole or noticed a mechanism some other way.
- You can *set a trap*, and then provided you have suitable materials for the trap you're trying to create. Setting traps takes time and preparation, and even if you set the trap successfully, some traps might be triggered by passing dungeon vermin rather than their intended victim. Usually 1d20 rounds are needed to set an ordinary tripwire trap.

1.3.10.3. HIGHER-LEVEL ABILITIES

10th Level—Establish Guild

At this level, you may establish a guild or a stronghold in a town (or city), as described above.

10th Level—Read Scrolls

When you reach 10th level in the thief class, you have a chance to cast spells from an arcane, phantasmal, or druidic scroll. When you try this, roll 1d4. On a result of "1", the casting fails and you cannot use that scroll to cast a spell (although the scroll survives). If the spell is cast, there is still a 5% chance that its effect will be reversed or otherwise harmful in some way to the caster. In this case, the scroll is erased when the spell is cast.

1.3.10.4. THIEF LEVEL ADVANCEMENT

TABLE 1.3.10.4A: THIEF LEVEL ADVANCEMENT

LEVEL	XP NEEDED	HIT DICE (D6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2*
12	440,000	10+4*
13	660,000	10+6*
14	880,000	10+8*
15	1,100,000	10+10*
16	1,320,000	10+12*
17	1,540,000	10+14*
18	1,760,000	10+16*
19	1,980,000	10+18*
20	2,200,000	10+20*

*After you reach 10th level, you don't get any more hit dice or Constitution hp adjustments. Instead you get a fixed +2 hp per level. Each level gained thereafter requires 220,000 additional experience points and gains 2hp.

TABLE 1.3.10.4B: THIEF SKILLS

LEVEL	BACKSTAB	CLIMB	HIDE	LISTEN	PICK LOCKS	PICK POCKETS	READ LANGUAGES	MOVE QUIETLY	TRAPS
1	x2, or +1 die	85%	10%	10%	25%	30%	1%	15%	20%
2	x2, or +1 die	86%	15%	10%	29%	35%	5%	20%	25%
3	x2, or +1 die	87%	20%	15%	33%	40%	15%	27%	30%
4	x2, or +1 die	88%	25%	15%	37%	45%	20%	33%	35%
5	x3, or +2 dice	90%	30%	20%	42%	50%	25%	40%	40%
6	x3, or +2 dice	92%	35%	20%	47%	55%	30%	47%	45%
7	x3, or +2 dice	94%	42%	25%	52%	60%	35%	55%	50%
8	x3, or +2 dice	96%	48%	25%	57%	65%	40%	62%	55%
9	x4, or +3 dice	98%	55%	30%	62%	70%	45%	70%	60%
10	x4, or +3 dice	99%	65%	30%	67%	80%	50%	78%	65%
11	x4, or +3 dice	99%	70%	35%	72%	90%	55%	86%	70%
12	x4, or +3 dice	99%	75%	35%	77%	100%	60%	94%	75%
13	x5, or +4 dice	99%	85%	40%	82%	105%	65%	99%	80%
14	x5, or +4 dice	99%	95%	40%	87%	110%	70%	99%	85%
15	x5, or +4 dice	99%	99%	50%	92%	115%	75%	99%	90%
16	x5, or +4 dice	99%	99%	50%	97%	125%	80%	99%	95%
17	x6, or +5 dice	99%	99%	55%	99%	125%	80%	99%	99%
18	x6, or +5 dice	99%	99%	55%	99%	125%	80%	99%	99%
19	x6, or +5 dice	99%	99%	55%	99%	125%	80%	99%	99%
20	x6, or +5 dice	99%	99%	55%	99%	125%	80%	99%	99%

TABLE 1.3.10.4C: THIEF SKILLS—DEXTERITY ADJUSTMENTS

DEXTERITY	CLIMB	HIDE	LISTEN	PICK LOCKS	PICK POCKETS	MOVE QUIETLY	TRAPS	READ LANGUAGES
9	—	-10%	—	-10%	-15%	-20%	-15%	—
10	—	-5%	—	-5%	-10%	-15%	-10%	—
11	—	—	—	—	-5%	-10%	-5%	—
12	—	—	—	—	—	-5%	—	—
13	—	—	—	—	—	—	—	—
14	—	—	—	—	—	—	—	—
15	—	—	—	—	—	—	—	—
16	—	—	—	+5%	—	—	—	—
17	—	+5%	—	+10%	+5%	+5%	+5%	—
18	—	+10%	—	+15%	+10%	+10%	+10%	—
19	—	+15%	—	+20%	+15%	+15%	+15%	—

TABLE 1.3.10.4D: THIEF SKILLS—ANCESTRY ADJUSTMENTS

ANCESTRY	CLIMB	HIDE	LISTEN	PICK LOCKS	PICK POCKETS	MOVE QUIETLY	TRAPS	READ LANGUAGES
Dwarf	-10%	—	—	+15%	—	-5%	+15%	-5%
Elf	-5%	+10%	+5%	-5%	+5%	+5%	+5%	+10%
Gnome	-15%	—	+5%	+10%	—	—	—	—
Half-elf	—	+5%	—	-—	+10%	—	—	—
Halfling	-15%	+15%	+5%	—	+5%	+15%	—	-5%
Half-orc	+5%	—	+5%	+5%	-5%	—	+5%	-10%
Human	+5%	—	—	+5%	—	—	—	—

TABLE 1.3.10.4E: THIEF SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	**BREATH WEAPONS**	**DEATH/ PARALYSIS/POISON**	**PETRIFACTION/ POLYMORPH**	**SPELLS FOR UNLISTED CATEGORIES**
1–4	14	16	13	12	15
5–8	12	15	12	11	13
9–12	10	14	11	10	11
13–16	8	13	10	9	9
17–20	6	12	9	8	7

TABLE 1.3.10.4F: THIEF TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**	**-6**	**-7**	**-8**	**-9**	**-10**
	[10]	**[11]**	**[12]**	**[13]**	**[14]**	**[15]**	**[16]**	**[17]**	**[18]**	**[19]**	**[20]**	**[21]**	**[22]**	**[23]**	**[24]**	**[25]**	**[26]**	**[27]**	**[28]**	**[29]**	**[30]**
1–4	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
5–8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
9–12	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
13–16	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
17–20	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

1.3.11. MULTI-CLASSING

A multi-classed character has two or three classes and advances in all of them at once. Multi-classes are shown like this: "cleric/thief" or "fighter/cleric/magic-user". You can't multi-class if you're human. If you're not human, the multi-class combinations you can choose depends on your ancestry, and the starting age is that of the class with the highest starting age.

Experience Points. When you gain experience, divide it up equally between your classes, and drop any fractions. So for example, if you're a fighter/thief and your GM awards you 125 xp, you gain 62 xp in each class and 1 xp is lost. Even after you reach your level limit in a class, you still need to allocate experience to that class whenever you gain xp.

Attacks and Saving Throws. In any situation, you can choose which of your classes' tables you use for combat and saving throws (pick the best one). **Example:** A cleric/assassin would normally choose to use the cleric saving throw tables, but if faced with a petrifaction save, the assassin class is slightly better, and you can choose to make the saving throw using that table.

Gaining Hit Points. When you increase your hit points after gaining a level, you calculate your new hp by rolling the right dice for your class, applying your constitution modifier if any, and then dividing by the number of classes you have. Drop any fractions. **Example:** Erix Uncle is a fighter/cleric/thief with a constitution of 15. When Erix gains a thief level, the player rolls 1d6 for the new hp, adds one from the constitution bonus, and then divides the total by 3. The player curses when they roll a 4; this changes to 5 with the constitution bonus, but 5 divided by 3 is 1 2/3. Dropping the fraction (which is required because the rule is "drop fractions", not "round the number up or down") means Erix only gains 1 hp for that level.

Each ancestry has a section on Multi-class rules, describing the interaction of armour, spells, and abilities.

1.3.12. DUAL-CLASSING

A dual-classed character has two classes and advances in one of them at a time. You can only dual-class if you're human.

You need high ability scores to dual-class. You must have at least 15 in the Prime Requisite(s) of the class you're changing from, and at least 17 in the Prime Requisite(s) of the class you're changing to. You can mix any combination of classes if you meet these requirements—so for example, if you were a paladin and you wanted to switch to ranger, you'd need 17 STR, 17 INT, and 17 WIS.

When you dual-class, you keep the hit points you had before you dual-classed, but otherwise you're a 1st level character of the new class. All your xp go to your new class, and when you gain a level, you don't gain any hp until you reach a higher level in the new class than you had in the old one.

Normally dual-class characters don't use their old class's abilities at this stage. You can use them, but if you do, you forfeit **all** the experience for that adventure. This is the sort of thing you'd do only in an emergency.

Once you're higher level in your new class than in your old one, you start to gain hp like a member of your new class, and you can start to use your old class's abilities without penalty. You still can't cast magic-user or illusionist spells while you're wearing armour, and you still can't cast druid spells while you're wearing armour a druid can't use. You can't use thief abilities while you're wearing armour a thief can't wear (with the sole exception of Read Languages). Monks cannot use their class abilities while wearing armour, with the exception of the monkish thief abilities, which are limited by thief armour requirements (see above).

1.3.13. WEAPON SPECIALISATION

OPTIONAL RULE: Fighters, rangers, and paladins can take proficiency in the same weapon twice (see below for cost). This is called your Specialised Weapon. You can only take a specialised weapon during character creation (unless a *wish* spell or similar boon allows it later).

Specialising in a weapon costs two of your proficiencies (for melee weapons and crossbows), or three of your proficiencies for missile weapons other than crossbows. The weapon type must be exact: you cannot specialise in "swords"; you must specialise in "longsword", "short sword", etc.

When you attack with your Specialised Weapon, you can add +1 to your roll to hit and +2 to your damage roll. **Note:** These bonuses aren't magical, so they don't let you hit a creature that can only be hit by magical weapons.

Using a Specialised Weapon also increases the number of attacks you can make:

- For melee weapons, when using the Specialised Weapon, you have an increased attack rate (see Table 1.3.13a below). For the specialised weapon, this replaces the normal progression of Melee Attack Combinations (in other words, it doesn't stack with your improved Melee Attack Combinations as a higher-level character).
- For missile weapons, you have an increased rate of fire when using the specialised weapon.

TABLE 1.3.13A: ATTACK RATE WITH SPECIALISED WEAPON

LEVEL OF SPECIALIST	MELEE WEAPON	PULLED BOW (LONG OR SHORT)	LIGHT CROSSBOW	HEAVY CROSSBOW
1-6	3/2	RoF 2 (normal)	RoF 1 (normal)	RoF 0.5 (normal)
7-12	2/1	RoF 3	RoF 2 in odd numbered rounds only	RoF 1
13+	5/2	RoF 4	RoF 2	RoF 2 in odd numbered rounds only

"RoF" means "rate of fire." Specialising in a missile weapon does not increase your attack rate, but it does increase the number of shots you can take during your combat segment when attacking with the specialised weapon.

The difference between "RoF" and "attack rate" is that RoF may give you extra attacks in your normal initiative segment (the initiative die roll, possibly modified by a Dex modifier). A better attack rate changes the initiative segment in which you attack (usually segments 1 and 10).

A melee attack combination of 5/2 means you are able to make a repeating pattern of 3 attacks in round 1, and 2 attacks in round 2. The three attacks in round 1 take place (regardless of initiative roll) in segments 1, 5, and 10. The two attacks in round 2 take place (regardless of initiative roll) in segments 1 and 10.

Double Specialisation (optional): For melee weapons that are not pole arms or two-handed swords, a third weapon proficiency may be used to specialise further; this increases combat bonuses to +3 "to hit" and +3 damage with the weapon. This rule was added to AD&D in a later supplement, so it can be disallowed by the GM.

CHAPTER FOUR: COMPLETING THE CHARACTER

1.4.1. ALIGNMENT

A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes. Alignments are linked to powerful supernatural forces in the multiverse.

These cosmic forces are Law and Chaos, which are opposed to each other, and Good and Evil, also opposed to each other. The forces have self-awareness and means of communicating with the gods and mortals, but they are so complex and alien to human understanding that their communications are usually misunderstood and sometimes cause insanity.

Lawful Good	**Lawful Neutral**	**Lawful Evil**
Neutral Good	**True Neutral**	**Neutral Evil**
Chaotic Good	**Chaotic Neutral**	**Chaotic Evil**

1.4.1.1. THE BATTLE BETWEEN LAW AND CHAOS

Law

The cosmic force of Law seeks ever-increasing perfection across the cosmos. The goal requires efficiency, complexity, and specialisation, because individuals are all just cogs in the machine. To achieve ever-expanding perfection, the right leaders must be in place, and the right people must be doing the right things in order to support the entire structure of cosmic Law. Since the components of the structure cannot communicate perfectly, rules are in place to guide leaders and followers. These rules should not be broken, but another rule might apply better, and it is important to know when to switch guidelines.

Chaos

The cosmic force of Chaos is opposed to Law and is focused on simplicity and individualism. Nothing happens without individual inspiration, and every situation is different. Rules only serve to restrict. Orders given personally by a trusted leader are much better than general rules. If you can't hear the king give the orders, he shouldn't be your king.

Neutrality

Neutrality is when an individual isn't aligned with a cosmic force. It's a matter of pragmatism. What's the best course of action for myself, my family, or my village? Sometimes the answer is to follow laws and rules, but sometimes the answer is to break the rules based on the situation. Sometimes standing up for the truth is important, but if I am living under the rule of a tyrant it might get me thrown into a dungeon. Neutral alignments (other than Chaotic Neutral and Lawful Neutral) don't place much value on their oaths. That's more a function of "people should keep their oaths (Lawful)" or "I keep my oaths because it is a matter of personal honour (Chaos)". The Neutral alignments not modified by Chaos or Law tend to be about results, not personal honour or general rules.

1.4.1.2. THE BATTLE BETWEEN GOOD AND EVIL

Good

The cosmic force of goodness is a mystical power that seeks to build universal compassion and empathy throughout the multiverse. We're all in it together. Help those in need, and respect their lives.

Evil

The cosmic force of evil seeks to build universal selfishness and tyranny throughout the multiverse. It's all about you. Feel free to use or destroy anyone who gets in your way, whatever gives you the best advantage.

1.4.1.3. LAWFUL GOOD

- Because you are Lawful, you have a strong tendency to obey and support authority as long as the authority isn't Evil or Chaotic in nature.
- Because you are Good, you have a strong tendency toward helping those in need and protecting the weak.

1.4.1.4. CHAOTIC GOOD

- Because you are Chaotic, you have a strong tendency to work against authority unless you trust the individuals who are in charge. You don't believe in abstract systems of justice or government; you prefer personal connections. You do not have a tendency toward forcing others to behave in particular ways; you respect individualism.
- Because you are Good, you have a strong tendency toward helping those in need and protecting the weak.

1.4.1.5. NEUTRAL GOOD

- Because you are Neutral in terms of Law and Chaos, you have a pragmatic approach to laws, organisations, and authority. You probably believe that organisations can sometimes be the best approach, but sometimes they can get off track or become corrupt. You follow the law if it supports the cause of Good, and you probably don't consider yourself to be bound by your promises.
- Because you are Good, you have a strong tendency toward helping those in need and protecting the weak.

1.4.1.6. LAWFUL NEUTRAL

- Because you are Lawful, you have a strong tendency to obey and support authority. You probably believe that a well-administered set of laws is the best possible way of organizing things, even if it goes wrong sometimes.
- Because you are Neutral between Good and Evil, you don't tend to help those who are in need unless it is requested by an authority figure.

1.4.1.7. CHAOTIC NEUTRAL

- Because you are Chaotic, you tend to oppose laws and authority, and you don't consider them to be binding upon you. You only "obey" those you have sworn to obey based on personal respect. In general, you keep your oaths as a matter of personal honour.
- Because you are Neutral between Good and Evil, your actions aren't geared toward helping or hurting others.
- Chaotic Neutral characters usually direct their actions toward an individual goal they pursue for their own reasons, usually personal honour. So, you might be trying to live a life that's so epic that bards will tell your tale for generations. Or you might seek to build a library—not out of a sense of charity, but because you want to do it.

1.4.1.8. TRUE NEUTRAL

- You are not Lawful, Chaotic, Good, or Evil. These characters are pragmatists who are out for themselves, their families, their communities, and their friends, regardless of the law and regardless of morality. You probably keep oaths only as a matter of maintaining credibility; oaths aren't terribly important to Neutral characters.

1.4.1.9. LAWFUL EVIL

- Because you are Lawful, you have a strong tendency to obey and support authority as long as the authority isn't Good or Chaotic in nature. If a law is inconvenient, you probably interpret it to the letter, not according to the spirit, if you can get away with it. Nevertheless, you are the perfect minion for a villain.
- Because you are Evil, you act in your own interest with no limitations on the harm you will do to others (although some limits may be imposed by following laws or by a leader).

1.4.1.10. CHAOTIC EVIL

- Because you are Chaotic, you tend to oppose laws and authority, and you don't consider them to be binding upon you. You probably keep your oaths as a matter of personal honour, or to maintain credibility.
- Because you are Evil, you act in your own interest with no limitations on the harm you will do to others.

1.4.1.11. NEUTRAL EVIL

- Because you are Neutral in terms of Law and Chaos, you have a pragmatic approach to laws, organisations, and authority. You probably believe that organisations and laws are a good idea sometimes, but at other times they become corrupted, inefficient, or misguided. You follow the law only if it supports the cause of Evil, and you probably don't feel bound by your word.
- Because you are Evil, you act in your own interest with no limitations on the harm you will do to others.

For most creatures, alignment is a choice and it might change from time to time. For others, alignment is an essential part of their nature. For example, demons don't get a choice of alignment—they're embodiments of chaotic evil. Usually it is only creatures from other planes of existence who are physically tied to their alignment.

1.4.1.12. ALIGNMENT LANGUAGE

All creatures that are capable of speaking are able to speak the "alignment tongue" of their alignment, which is a mode of communication made up of gestures, facial expressions, and code words. This can be used to communicate relatively well, even if it is the only language two same-aligned creatures have in common with each other. No one can learn the alignment tongue of a different alignment (other than an assassin).

1.4.2. MONEY, EQUIPMENT AND ENCUMBRANCE

OSRIC prices far exceed prices in the real mediæval world. Gold is more plentiful, so it is worth a lot less. This allows GMs to place the kinds of treasure mentioned in works of fantasy literature—huge piles of gold, enormous gems and pieces of beautiful jewellery—without destroying the game's fantasy economy.

The basic unit of currency is the gold piece.

1 platinum piece = 5 gold pieces

1 gold piece = 2 electrum pieces

1 gold piece = 10 silver pieces

1 gold piece = 100 copper pieces

1.4.2.1. STARTING MONEY

When you create your character, you get some money to buy your starting equipment. How much you get depends on your class:

Assassin	2d6 x 10 gp
Cleric	3d6 x 10 gp
Druid	3d6 x 10 gp
Fighter	5d4 x 10 gp
Illusionist	2d4 x 10 gp
Magic-user	2d4 x 10 gp
Monk	5d4 gp
Paladin	5d4 x 10 gp
Ranger	5d4 x 10 gp
Thief	2d6 x 10 gp

You also have basic clothes, and if you're an illusionist or magic-user, you have a spell book. If you or your GM need to know more specifically what you have, then you can choose one of the following options:

- A set of worn but serviceable travellers' clothes, including shoes, cloak and hood.
- A worn but serviceable foot soldier's uniform, including boots, cloak and hood.
- A clean linen robe; a hat; sandals; and a satchel containing a spell book.
- A dark-coloured tunic; your choice of trousers or leggings; soft shoes; cotton gloves; and your choice of a face mask, kerchief or bandanna.
- A priestly vestment including ceremonial headgear appropriate to your religion, and a pair of shoes.

1.4.2.2. ENCUMBRANCE

In OSRIC, coins are heavy. Ten coins weigh one pound. All coins weigh the same amount, so in OSRIC a "coin" is a unit of weight equal to 0.1 lbs. Some OSRIC-compatible publishers use "gold pieces" ("gp") as units of weight as well as units of currency.

Most items you're carrying have a weight. A few items have a weight of "—", which means they don't add to your encumbrance; these are usually very light items or the clothes that you wear. A few things have a weight of "N/A" which means they do have weight but you won't normally be carrying them. Horses are a good example of things that have a weight of N/A.

Clothing and some other items have a listing for weight such as 0 (5). When these items are worn, they do not add to weight for game purposes, but if they are carried as extras they add the weight in parentheses.

Your encumbrance is the total weight you're carrying. It determines how fast you can move.

You have an encumbrance allowance, which depends on your strength score (see Table 1.1.2a). This is the amount you can carry without penalty. If you're carrying weight above your encumbrance allowance, then your maximum movement speed is reduced, and it's harder for you to surprise any creatures you meet.

The effect of encumbrance on movement and surprise is described in Table 1.5.3.3A under Movement Rate.

1.4.2.3. STARTING EQUIPMENT

You can spend your starting money on the following items. There are separate tables for weapons and armour.

TABLE 1.4.2.3A: GENERAL EQUIPMENT

ITEM	WEIGHT (IN POUNDS)	COST
Ale, pint	1	1 sp
Bedroll	5	2 sp
Bell	—	1 gp
Belt	—	5 sp
Blanket, woollen	2	2 sp
Block and tackle	5	5 gp
Boots, soft	0 (3)	1 gp
Boots, heavy	0 (5)	2 gp
Bottle (wine)	1	2 gp
Bracer, leather	0 (.1)	8 sp
Caltrops	2	1 gp
Candle, beeswax	—	1 cp
Canvas (per sq. yd)	1	1 sp
Cauldron and tripod	15	2 gp
Chain (per 10ft)	10	30 gp
Chalk, piece	—	1 cp
Cloak	0 (1)	3 sp
Crowbar	5	2 gp
Dice, bone, pair	—	5 sp
Dice, loaded, pair	—	5 gp
Doublet, linen	0 (.5)	3 gp
Firewood (per day)	3	1 cp
Fish hook	—	1 sp
Fishing net (per 25 sq.ft)	—	1 sp
Flask (leather)	—	3 cp
Flint and steel	—	1 gp
Gloves, kidskin, pair	—	3 gp
Gown, woollen	0 (1)	5 sp
Gown, linen	0 (1)	3 gp
Gown, silk	0 (1)	50+ gp
Grappling hook	4	1 gp
Hammer (tool, not war)	2	5 sp
Holy symbol, silver	0 (1)	25 gp
Holy symbol, pewter	0 (1)	5 gp
Holy symbol, wooden	0 (.5)	6 sp
Hose	—	1 gp
Iron spikes, dozen	5	1 gp
Ladder (per 10ft)	20	5 sp
Lamp (bronze)	1	1 sp
Lantern, bullseye	3	12 gp
Lantern, hooded	2	7 gp
Lock	.5	20+ gp
Manacles	2	15 gp
Mirror (small steel)	.5	20 gp
Mirror (small silver)	.5	45 gp
Musical instrument	1+	5+ gp
Needle and thread	—	3 cp
Oil (lamp) (per pint)	1	1 sp
Parchment (per sheet)	—	2 sp
Pin (cloak)	—	4 sp
Piton	.5	1 sp
Pole (per 10ft)	8	2 sp
Pot, iron	5	5 sp
Quill (pen)	—	1 sp
Quiver (holds 12 arrows)	0 (empty)	1 gp
Quiver (holds 24 arrows)	0 (empty)	25 sp
Quiver (holds 12 bolts)	0 (empty)	12 sp
Quiver (holds 24 bolts)	0 (empty)	3 gp
Rations, standard (per day)	2	2 gp
Rations, trail (per day)	1	6 gp
Reins, bit and bridle	0 (5)	2 gp
Robe, linen	0 (1)	3 gp
Robe, silk	0 (1)	60+ gp
Rope, hemp (per 50ft)	10	1 gp
Rope, silk (per 50ft)	5	10 gp
Saddle and stirrups	0 (20)	10 gp

ITEM	WEIGHT (IN POUNDS)	COST
Scrollcase, bone	.5	4 gp
Scrollcase, leather	.5	1 gp
Shoes, common	0 (1)	5 sp
Shoes, noble	0 (1)	30+ gp
Shovel	8	2 gp
Signal whistle	—	8 sp
Skillet	5	1 gp
Soap (per lb)	1	5 sp
Spell book (blank)	5	25 gp
Tent	20	10 gp
Thieves' Tools	1	30 gp
Torch	1	1 cp
Tunic, woollen	0 (1)	3 sp
Tunic, banqueting	0 (1)	10+ gp
Twine, linen (per 100ft)	.5	8 cp
Vellum (per sheet)	—	3 sp
Wagon, small	N/A	100 gp
Wagon, large	N/A	250 gp
Water, holy (per vial)	.5	25 gp
Whetstone	.5	2 cp
Wine, pint	1	5 sp

TABLE 1.4.2.3A.1: CONTAINERS

CONTAINER	CAPACITY	COST
Backpack	3 cubic ft or 30 lbs	2 gp
Barrel	6 cubic feet or 3 lbs	2 gp
Box	1 cubic foot 5 lbs	1 gp
Chest	3 cubic ft or 30 lbs	2 gp
Small pouch or purse	1/4 cubic ft or 2.5 lbs	2 sp
Large pouch	1/2 cubic ft or 5 lbs	4 sp
Small sack	1 cubic ft or 10 lbs	10 cp
Large sack	4 cubic ft or 40 lbs	15 cp
Satchel	Spellbook and parchment	1 gp
Waterskin	3 pints	1 gp

TABLE 1.4.2.3A.2: MOUNTS AND PACK ANIMALS

TYPE	ENCUMBERED WEIGHT	MAXIMUM WEIGHT	COST
Horse, cart (Draft)	400 pounds	800 pounds	15 gp
Horse, nag	100 pounds	300 pounds	8 gp
Horse, palfrey (Riding Horse)	300 pounds	350 pounds	40+ gp
Horse, rouncey (All-purpose)	200 pounds	400 pounds	25 gp
Horse, war, heavy	500 pounds	800 pounds	500+ gp
Horse, war, light	300 pounds	500 pounds	200+ gp
Horse, war, medium	400 pounds	700 pounds	350+ gp
Mule*	200 pounds	600 pounds	18 gp
Ox	400 pounds	800 pounds	15 gp
Pony	200 pounds	300 pounds	12 gp

*Mules are the only draft animal that will go belowground.

TABLE 1.4.2.3B: MELEE WEAPONS TABLE 1

WEAPON TYPE	HANDS REQUIRED	DAMAGE VS M AND SMALLER	DAMAGE VS L+	WEIGHT (IN POUNDS)	COST
Axe, battle	2, or 1 (STR 15+)	1d8	1d8	7	5 gp
Axe, hand	1	1d6	1d4	5	1 gp
Club	1	1d6	1d3	3	2 cp or found
Dagger	1	1d4	1d3	1	2 gp
Fist or kick	1	1d2	1d2	—	—
Flail, heavy	2, or 1 (STR 14+)	1d6+1	2d4	10	3 gp
Flail, light	1	1d4+1	1d4+1	4	6 gp
Halberd	2	1d10	2d6	18	9 gp
Javelin†	1	1d6	1d4	2	5 sp
Lance‡	1	2d4+1	3d6	15	6 gp
Mace, heavy	2, or 1 (STR 13+)	1d6+1	1d6	10	10 gp
Mace, light	1	1d4+1	1d4+1	5	4 gp
Morning star	2, or 1 (STR 16+)	2d4	1d6+1	12	5 gp
Pick, heavy	2, or 1 (STR 14+)	1d6+1	2d4	1	8 gp
Pick, light	1	1d4+1	1d4	4	5 gp
Pole arm†	2	1d6+1	1d10	8	6 gp
Spear	2 or 1	1d6	1d8	5	1 gp
Staff	2	1d6	1d6	5	Found
Sword, bastard/claymore	2, or 1 (STR 15+)	2d4	2d8	10	25 gp
Sword, broad	2, or 1 (STR 12+)	2d4	1d6+1	8	15 gp
Sword, long	1	1d8	1d12	7	15 gp
Sword, scimitar/cutlass	1	1d8	1d8	5	15 gp
Sword, short	1	1d6	1d8	3	8 gp
Sword, two-handed	2	1d10	3d6	25	30 gp
Torch§	1	1d4	1d4	1	1 cp
Trident†	2, or 1 (STR 14+)	1d6+1	3d4	5	4 gp
Warhammer, heavy	2, or 1 (STR 15+)	1d6+1	1d6	10	7 gp
Warhammer, light	1	1d4+1	1d4	5	1 gp

† Long-hafted, pointed weapons, such as the spear, javelin, lance (when used dismounted), pole arm, or trident, inflict double damage when set to receive a charge if the foe actually charges. These may be used as "reach" weapons to attack from the second rank of battle ("through" an ally while protected from attacks by that same ally).

‡ Lances inflict double damage when used by a character riding a charging heavy warhorse or similar steed. If the attacker is mounted on a normal riding or cavalry horse, your GM will likely reduce this bonus.

§ Torches burn for 6 turns. After 6 turns the torch is burnt out. A burnt out torch isn't useable as a weapon.

Hands Required: The number of hands you need to use in order to attack with the weapon. This is important because it tells you if you can carry a shield or not. A weapon that can be used either with one or two hands may have a minimum strength requirement to use one-handed. If you don't meet the strength requirement, you use the weapon with the non-proficiency penalty for your character class.

Damage: Many weapons inflict different damage amounts on smaller opponents. Damage versus M and smaller is used when fighting an opponent size Tiny, Small, or Medium. Damage vs. L+ is used when fighting opponents sized Large, Huge, or Gigantic.

Weight is used when calculating Encumbrance, which can affect your adjusted Movement Rate.

Cost is deducted from your character's money when the equipment is purchased. Starting money is described in section 1.4.2.1.

The purchase price of any weapon includes a scabbard, strap, hanger, or other means of carrying it.

TABLE 1.4.2.3C: MELEE WEAPONS TABLE 2

WEAPON TYPE	SPEED FACTOR	SPACE REQUIRED	LENGTH	DAMAGE TYPE
Axe, battle	7	4ft	4ft	Slashing
Axe, hand	4	1ft	1.5ft	Slashing
Club	4	3ft	3ft	Blunt
Dagger	2	1ft	1ft	Piercing or slashing*
Fist or kick	1	0	0	Blunt
Flail, heavy	7	6ft	4ft	Blunt
Flail, light	6	4ft	2ft	Blunt
Halberd	9	5ft	5ft	Piercing or slashing*
Javelin†	8	1ft	5ft	Piercing
Lance‡	8	1ft	10ft	Piercing
Mace, heavy	7	4ft	2.5ft	Blunt
Mace, light	6	2ft	2ft	Blunt
Morning star	7	5ft	4ft	Blunt or piercing*
Pick, heavy	7	4ft	4ft	Blunt or piercing*
Pick, light	5	2ft	2ft	Blunt or piercing*
Pole arm†	13	1ft	8ft	Blunt, piercing or slashing*
Spear	7	1ft	6ft	Piercing
Staff	4	3ft	6ft	Blunt
Sword, bastard/ claymore	6	4ft	4.5ft	Slashing
Sword, broad	5	4ft	3.5ft	Slashing
Sword, long	5	3ft	3.5ft	Slashing
Sword, scimitar/ cutlass	5	2ft	3ft	Slashing
Sword, short	3	1ft	2ft	Slashing
Sword, two-handed	10	6ft	6ft	Slashing
Torch§	4	2ft	3ft	Blunt or fire*
Trident†	6	1ft	5ft	Piercing
Warhammer, heavy	7	5ft	4ft	Blunt
Warhammer, light	6	2ft	2ft	Blunt

* Where a weapon has two or three damage types, the wielder can choose which damage type they use when they make the attack.

† Long-hafted, pointed weapons, such as the spear, javelin, lance (when used dismounted), pole arm, or trident, inflict double damage when set to receive a charge if the foe actually charges.

‡ Lances inflict double damage when used by a character riding a charging heavy warhorse or similar steed. If the attacker is mounted on a normal riding or cavalry horse, your GM will likely reduce this bonus.

§ Torches burn for 6 turns. After 6 turns the torch is burnt out. A burnt out torch isn't useable as a weapon.

Speed Factor: When initiative is a tie and the combatants are attacking in the same segment of a combat round, attacks are made in order from the lowest speed factor to the highest.

Space Required: This is the amount of side-by-side space required for a character to wield a weapon. The character takes up 3ft side-to-side, but weapons requiring more than 3ft of side-to-side space can restrict the number of characters who can fight side by side in a corridor or other limited space.

TABLE 1.4.2.3D: MISSILE WEAPONS

WEAPON TYPE	HANDS	USE	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE (PER ROUND)	DAMAGE VS S OR M	DAMAGE VS L+	WEIGHT (IN POUNDS)	COST
Axe, hand	1	H	Slashing	10ft	1	1d6	1d4	5	1 gp
Bow, long	2	L	Piercing	70ft	2	1d6	1d6	12	60 gp
Bow, short	2	L	Piercing	50ft	2	1d6	1d6	8	15 gp
Club	1	H	Blunt	10ft	1	1d6	1d3	3	2 cp
Composite bow, long	2	L	Piercing	60ft	2	1d6	1d6	8	100 gp
Composite bow, short	2	L	Piercing	50ft	2	1d6	1d6	5	75 gp
Crossbow, heavy‡	2	L	Piercing	80ft	1/2	1d6+1	1d6+1	12	20 gp
Crossbow, light	2	L	Piercing	60ft	1	1d4+1	1d4+1	4	12 gp
Dagger	1	H	Piercing	10ft	2	1d4	1d3	1	2 gp
Dart	1	H	Piercing	15ft	3	1d3	1d2	0.5	2 sp
Javelin	1	H	Piercing	20ft	1	1d6	1d4	2	5 sp
Sling	1	L	Blunt	35ft	1	1d4+1 or 1d4	1d6+1 or 1d4	0.5	5 sp
Spear	1	H	Piercing	15ft	1	1d6	1d8	5	1 gp
Warhammer, light	1	H	Blunt	10ft	1	1d4+1	1d4	5	1 gp

‡ Heavy crossbows can't be used from horseback. Only a footman can brace them correctly before firing.***Hands:*** The number of hands needed to use the weapon. If it's 2, you can't use a shield.

Use: Missile weapons are either Hurled (H) or Launched (L). You can add your Strength bonus to damage you deal with a Hurled weapon, but not with a Launched one. In some campaigns, specially-made bows might let you add your Strength bonus to damage you deal with arrows. These bows are sold at special cost if at all.

Range Increment. Missile weapon accuracy decreases with range. You take a -2 penalty on your to hit roll for each increment after the first. **Example:** if your target is 60ft away, you would get no penalty if you were using a longbow (70ft increment), but you would have a -2 penalty if using a shortbow (50ft increment).

If your target is more than five full range increments away, you can't hit it at all. Longbows can't reach beyond 350ft and short bows can't reach beyond 250ft.

TABLE 1.4.2.3E: AMMUNITION

WEAPON TYPE	WEIGHT (IN POUNDS)	COST
Arrow	4 per dozen	2 gp per dozen
Bolt, heavy crossbow	4 per dozen	4 gp per dozen
Bolt, light crossbow	2 per dozen	2 gp per dozen
Sling bullet	4 per dozen	1 gp per dozen
Sling stone	2 per dozen	Found

1.4.2.3F. GRENADE-LIKE MISSILES

The grenade-like missiles are acid flasks, holy water, and oil.

Range: The range increment on grenades is 10ft, so attacks 11-20ft distant are made at -2, and 21-30ft distance are at -4, etc. A miss can be calculated by direction (1d8), and automatically hits anyone in that adjacent space. If no one is in the adjacent space, the attack only causes splash damage.

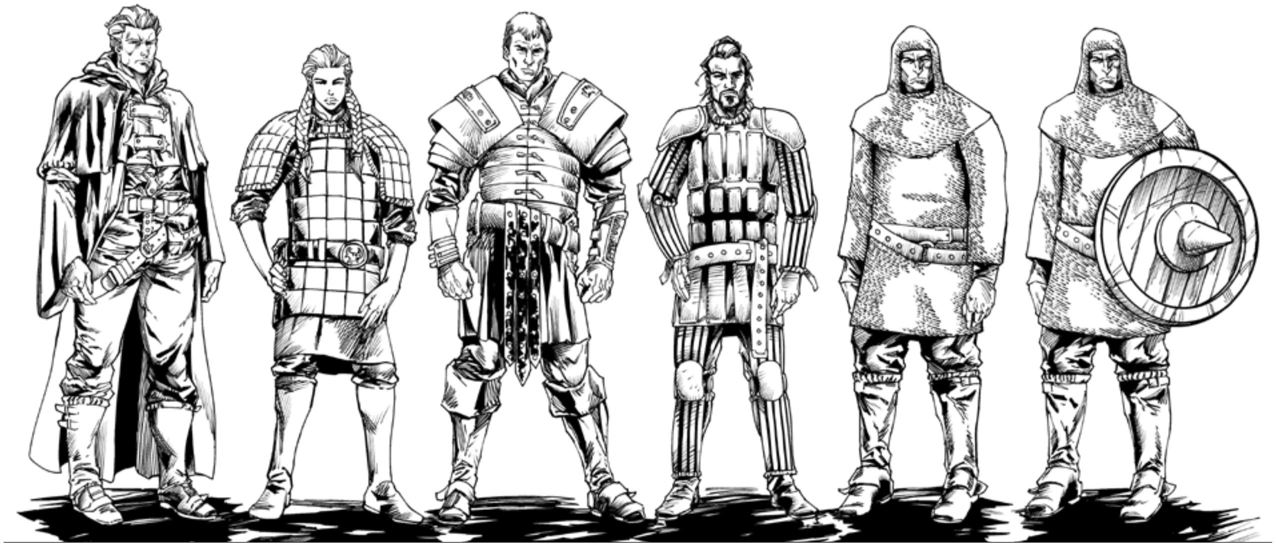
Container Must Break: The chance of a container not breaking is 25% unless an action is used to prepare the flask (in other words, a round must be spent preparing it to throw). Once this is done, the flask is no longer usable for safe transport, so if you don't get rid of it, it will leak. If the flask is prepared ahead of time, it will automatically break when thrown. Flasks of oil can be "prepared" as a Molotov cocktail and set alight before they are thrown (all as part of the "preparing" action, as long as the person preparing has an open flame to light it with). Otherwise the oil will have to be set on fire with a successful hit from a lit torch (this may be adjudicated as AC 10 [10] for hitting oil that is on a moving enemy).

Damage

Acid Flask. Damage from a direct hit (assuming the flask breaks) is 2d4 hit points of corrosive damage. Splash damage (creatures within 5ft of the impact) is 1 hit point.

Holy Water. Damage from a direct hit to undead creatures unless otherwise stated is 2d4 hit points. Splash damage (undead creatures within 5ft of the impact) is 2 hit points.

Oil. Damage from a direct hit is 2d6 hit points of fire damage (starting from the point it is set alight), and 1d6 hit points in the second round. Splash damage (if set alight) is 1d3 hit points.



NO ARMOUR	LAMELLAR	BANDED	SPLINT	CHAINMAIL	CHAINMAIL & SHIELD
AC 10 [10]	AC 6 [14]	AC 4 [16]	AC 4 [16]	AC 5 [15]	AC 4 [16]

TABLE 1.4.2.G: ARMOUR

ARMOUR TYPE±	WEIGHT (IN POUNDS)	MOVEMENT CAP	ARMOUR CLASS	COST
Banded	35	90ft	4 [16]	90 gp
Chain mail	30	90ft	5 [15]	75 gp
Elfin mail	15	120ft	5 [15]	Not sold*
Leather	15	120ft	8 [12]	5 gp
Helmet	n/a	n/a	n/a	Free
Padded	10	90ft	8 [12]	4 gp
Plate mail	45	60ft	3 [17]	400 gp
Ring mail	35	90ft	7 [13]	30 gp
Scale or lamellar	40	60ft	6 [14]	45 gp
Shield, large	10	—	-1 [+1]**	15 gp
Shield, medium	8	—	-1 [+1]**	12 gp
Shield, small	5	—	-1 [+1]**	10 gp
Splint	40	60ft	4 [16]	80 gp
Studded leather	20	90ft	7 [13]	15 gp

*Elfin mail isn't sold. The elven smiths who make elfin mail occasionally gift it to those who do great deeds for the elven folk.

** Shields improve your armour class by 1 point (an unarmoured person with a shield is AC 9 [11]). You can only use a shield if your attacker is in front of you or if they're attacking from your shield side, and you can't use your shield against an attacker you aren't aware of. If you have a small shield, you can only choose to use its bonus against one incoming attack in each combat round. If you have a medium shield, you can use its bonus against two attacks, and if you have a large shield, you can use its bonus against three attacks. You decide whether to use your shield just before your attacker makes their attack roll.

± All purchased armour comes with a helmet included in the price.

Weight is for non-magical armour or magical armour that you're carrying but not wearing. Magical armour that you're wearing has enchantments that mean it doesn't encumber you, so you can ignore its weight when calculating your encumbrance.

Movement cap is an absolute maximum on your movement rate caused by wearing armour, and it is still your maximum movement rate even if you're not encumbered. Magical armour allows a movement rate cap 30ft faster than normal, up to a maximum of 120ft movement speed. Magical shields weigh the same as normal shields of the same type.

Armour Class is a measure of how difficult it is to damage you with a sword or other weapon. It is one of the two important numbers on the "To-Hit" tables in the combat section.

If you're wearing magical armour and holding a magical shield, you get both magical bonuses—so wearing +1 plate mail (which has a base of AC 3 [17] and becomes AC 2 [18] with the magical bonus) and carrying a +1 shield (which adds a base of -1 [+1] and with the magical bonus becomes -2 [+2]) gives you an armour class of 0 [20]. Magical bonuses such as a "+1 shield" improve your armour class. If you are using the descending AC method, this means a +1 shield lowers your AC by an additional point, which means you are harder to hit.

Druids can only use wooden shields that don't have metal bosses or bindings. A druid's shield is usually made of stout planks edged with leather or rawhide. Treat these shields as small shields in terms of cost and size.

1.4.2.4. ARMOUR CLASS

Obviously, the type of armour you're wearing is an important factor in the game, and it centres on the concept of an "Armour Class". In the original version, the lower your armour class, the better. A lower armour class was harder to hit (see the Combat rules in Chapter Five). This is called "Descending AC".

The default system for OSRIC is the Descending AC system.

However, modern versions of the game have switched over to an Ascending AC system, which may be more intuitive for those who learned a system where the *higher* Armour Class is better. OSRIC thus includes the option for using Ascending AC. Your group will have to choose which version you are going to use.

If you are using the Ascending AC system (higher is better), you should use the Armour Class numbers that are in the [brackets]. If your armour class is 4 [16], the "16" is your AC. The numbers always add up to 20.

You can find your "to-hit" numbers on the same charts containing the target numbers for the Descending AC system.

1.4.2.4A. FORMULA FOR ASCENDING ARMOUR CLASS CALCULATIONS

If you haven't read through the Combat Rules, skip this section for now, because it won't make sense yet.

One benefit of using the Ascending AC system is that you can use a formula for to-hit rolls in which the AC number is the same as the target number required to hit that AC.

VERY IMPORTANT NOTE: If your group is going to use this system, you will be ignoring the to-hit tables in the combat section because you're adding an extra modifier to the die roll which is already accounted for in the tables.

To make Ascending Armour Class match with the target to-hit number, you need to make attack rolls with a "Base to Hit" Bonus, or BTHB. Monsters also have a BTHB. Add this bonus to the attack roll, and if the result is equal to or greater than the opponent's [AC], the attack hits. That's it; no chart needed for combat.

Special Rule: if you are using the formula, there's one final adjustment that needs to be made. A natural roll of 20 gains an automatic +5 to the die roll. This handles the series of "20" results in the table. Do not add this bonus if you are using the regular attack tables, add it only if you are using the formula.

BASE TO HIT BONUS LEVELS 1-10

	1	2	3	4	5	6	7	8	9	10
Assassin	-1	-1	-1	-1	+1	+1	+1	+1	+4	+4
Cleric	+0	+0	+0	+2	+2	+2	+4	+4	+4	+6
Druid	+0	+0	+0	+2	+2	+2	+4	+4	+4	+6
Fighter	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Illusionist	-1	-1	-1	-1	-1	+1	+1	+1	+1	+1
Magic-User	-1	-1	-1	-1	-1	+1	+1	+1	+1	+1
Monk	+0	+0	+0	+2	+2	+2	+4	+4	+4	+6
Paladin	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Ranger	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Thief	-1	-1	-1	-1	+1	+1	+1	+1	+4	+4

BASE TO HIT BONUS LEVELS 11-20

	11	12	13	14	15	16	17	18	19	20
Assassin	+4	+4	+6	+6	+6	N/A	N/A	N/A	N/A	N/A
Cleric	+6	+6	+8	+8	+8	+10	+10	+10	+11	+11
Druid	+6	+6	+8	+8	N/A	N/A	N/A	N/A	N/A	N/A
Fighter	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Illusionist	+3	+3	+3	+3	+3	+5	+5	+5	+5	+5
Magic-User	+3	+3	+3	+3	+3	+5	+5	+5	+5	+5
Monk	+6	+6	+8	+8	+8	+10	+10	N/A	N/A	N/A
Paladin	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Ranger	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Thief	+4	+4	+6	+6	+6	+6	+8	+8	+8	+8

MONSTER BASE TO HIT BONUS

HIT DICE	BTHB
Up to 1–1	-1
1–1	+0
1	+1
1+ (but below 2)	+2
2 to 3+	+4
4 to 5+	+5
6 to 7+	+7
8 to 9+	+8
10 to 11+	+10
12 to 13+	+11
14 to 15+	+12
16 or higher	+13

1.4.3. UNARMED COMBAT MODIFIERS

It is helpful to calculate your unarmed combat modifiers ahead of time, if your group is going to use the unarmed combat rules.

Unarmed To-hit Target Number

This number is calculated based on your movement rate. See Section 1.6.12A.

Overbearing Attacker/Defender Modifier

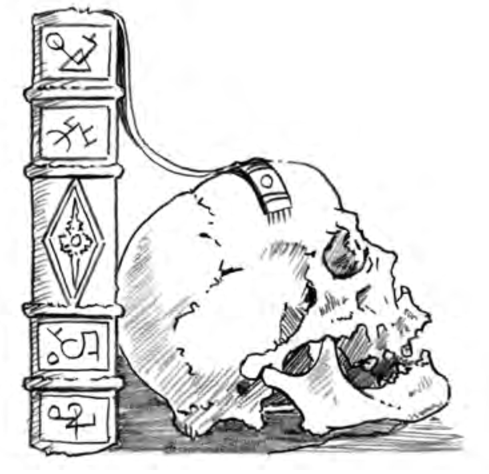
This number is calculated from Section 1.6.12B.

Grappling Attacker/Defender Modifier

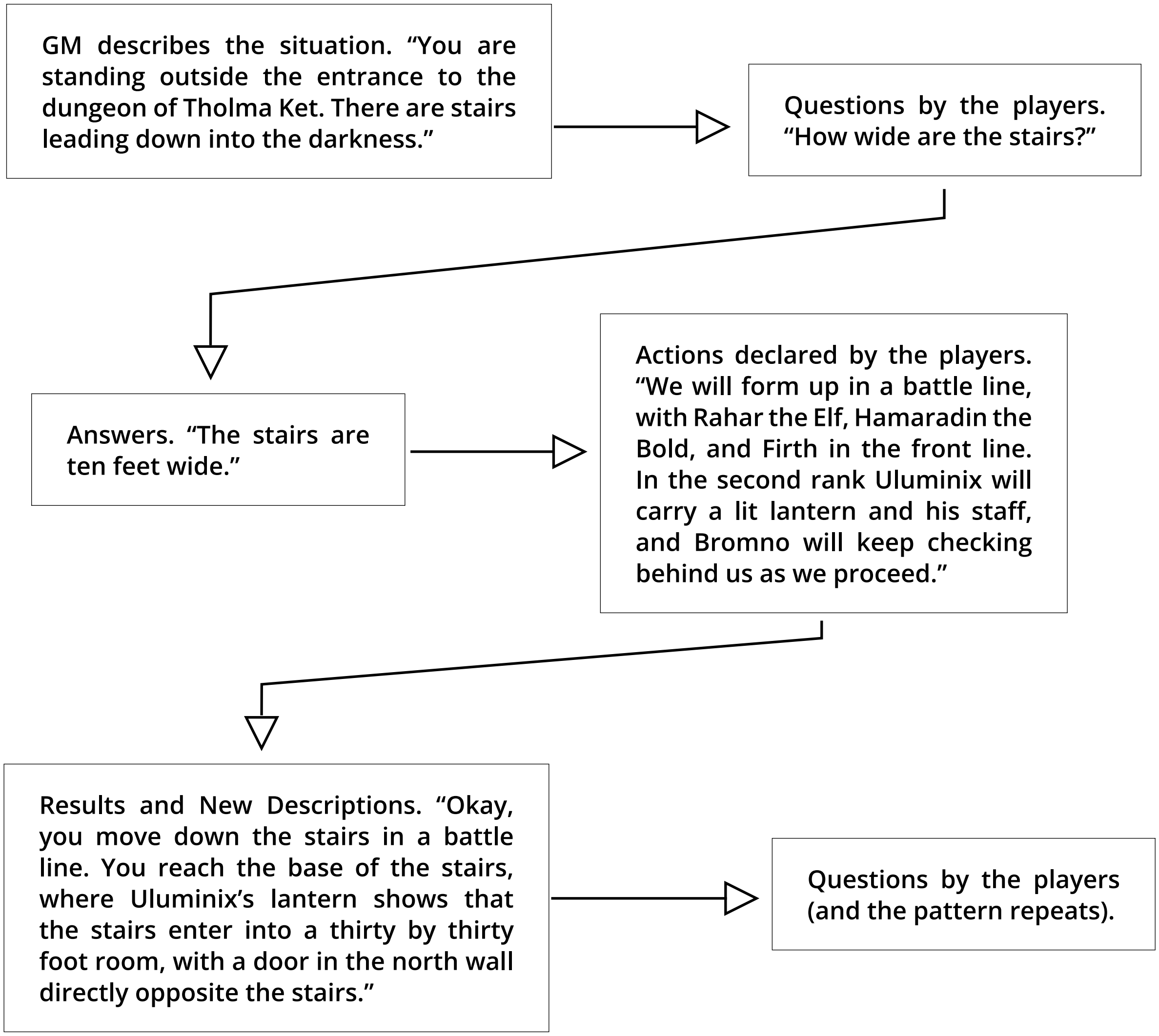
This number is calculated from Section 1.6.12C.

PART TWO: HOW TO PLAY

CHAPTER FIVE: THE BASICS



Playing OSRIC follows a general pattern. There is no board, and there is a lot of flexibility in the back-and-forth of the game, but in general it follows a pattern of Descriptions (by the GM)—Questions (by the Players)—Answers (by the GM)—Actions declared by the Players—Results and New Descriptions (by the GM).



GM describes the situation. "You are standing outside the entrance to the dungeon of Tholma Ket. There are stairs leading down into the darkness."

Questions by the players. "How wide are the stairs?"

Answers. "The stairs are ten feet wide."

Actions declared by the players. "We will form up in a battle line, with Rahar the Elf, Hamaradin the Bold, and Firth in the front line. In the second rank Uluminix will carry a lit lantern and his staff, and Bromno will keep checking behind us as we proceed."

Results and New Descriptions. "Okay, you move down the stairs in a battle line. You reach the base of the stairs, where Uluminix's lantern shows that the stairs enter into a thirty by thirty foot room, with a door in the north wall directly opposite the stairs."

Questions by the players (and the pattern repeats).

First: The GM describes the general situation.

After you create your characters, using a character sheet, the GM will describe the situation. Often, the characters are presumed to have already met and formed an adventuring party, but this is completely up to the GM. The GM's description of the game might include a few details about the world, or this knowledge might be reserved for you to discover bit by bit.

Second: The GM describes the specific starting information.

After any starting information about the world, the GM will describe the characters' immediate surroundings—a tavern, a wild moor, the top of a stairwell leading down into darkness, or whatever other situation the GM has chosen as the starting point for these adventurers' careers. After setting the scene, the course and success of the party is down to the players' judgment and creativity.

Third: The players ask questions.

Questions about what the characters see, or about what they can do, are an important part of the process of playing the game. "Is the door locked?" "Do I see any elves in the tavern?" "Do I have time to drink a potion?"

Fourth: The players tell the GM what their characters are doing.

This is where the action begins, with the players saying things like, "Leofric climbs the slope, sword in hand, to see what's at the crest," or "I light my torch and head down the stairs."

Fifth: The GM describes results and new developments.

The GM tells the players what the characters see, hear, taste, smell, and feel. There will sometimes be peaceful encounters with non-player characters (NPCs), and the GM will play the roles of these, either playing the part or giving the players a summary of what the NPC says and does.

Sixth: The process repeats.

This question-answer-action-result loop is the fundamental dynamic of the game. When the characters get into combat there is a specific sequence used for resolving a battle, but that's just a more specific and orderly method for the same loop of back-and-forth between the GM and the players. As the characters defeat enemies, find information sources, find treasure, and travel around, the pattern of question-answer-action-result continues to evolve and develop as the "story" progresses.

"NATURAL" DIE ROLLS OF 1 AND 20

A "natural" die roll refers to the number shown on the die, without adding any modifiers. So, a roll of 1 (even if the character has a bonus) is a "natural 1", and a die roll of 20 (even if there are other modifiers) is a "natural 20".

Although natural die rolls are often house-ruled, here is a summary of the official rules for these:

Saving Throws: A Natural 1 on a saving throw is *always* a failed saving throw. It is at the group's *option* whether or not to treat a Natural 20 on a saving throw as automatic success (this is specifically stated as being house-rulable).

To-Hit Rolls: A Natural 1 on a "to-hit" roll is *not* an automatic miss, and a Natural 20 is *not* an automatic hit.

The official rules having been duly stated, many groups choose to use automatic failure/success on to-hit rolls with a Natural 1 or 20. Statistically, this rule allows masses of weak opponents to have a better chance against almost-invulnerable foes, which isn't a bad result and doesn't throw the game off by much.

Some groups house-rule an even larger result to a natural 1 or 20, usually called a fumble (1) or a critical hit (20). The most common method is that a fumble means a dropped weapon, and a critical hit inflicts maximum damage. This house rule can throw off some of the system balancing and generally favours the monsters ... but it does add a measure of extra excitement.

1.5.1. TIME MEASUREMENT

For the characters, time is not measured in the real time of the players around the gaming table. Time may pass faster or slower in the game world, even to the extent of the GM's mentioning, for example, "a month passes."

Game time is measured as follows:

- **Turn.** A Turn represents 10 minutes of time for the characters, and certain things can be done during a Turn. Most exploration is done in a sequence of Turns. There is no relation between Turns and the actual time elapsed around the game table. The events of a single turn might take only a few seconds to resolve, or they might take much longer than 10 minutes.
- **Round.** A Round represents 1 minute of time for the characters. Turns are only broken down into Rounds when the Characters are in combat. As with turns, there are certain actions that can be taken during a round of combat.

- **Segment.** A Segment represents six seconds of time for the characters. Time is only divided into segments for resolving combat.
- **Other.** When the characters aren't in exploration-dungeoneering mode or in combat, the GM will mark off time in whatever way makes sense. If the characters are on a sea voyage where the GM checks for random encounters once per day, then the trip would be described as a sequence of days—or if the voyage is entirely safe, the entire time might be handwaved with "you arrive at your destination after two weeks."

The GM normally records the passage of time, although this can be delegated to a Player.

Measuring time can be important for many reasons; torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest. In dangerous environments, such as wildernesses or dungeons, the GM will typically make periodic checks to see if any "wandering monsters" appear. These checks are normally carried out every so many turns, or hours, or days. Since wandering monsters rarely have treasure, the appearance of wandering monsters serves to reward characters who do not waste time (or more accurately, to punish those who do). See "Exploring the Dungeon" for more on this.

1.5.2. DISTANCE MEASUREMENT

About the Original Game

AD&D envisioned using miniatures in combat but didn't use the formalised five-foot squares that are commonly used with battlemats and VTTs. It recommended HO Scale (25mm) miniatures with a ground scale of one inch equalling 3.5ft. (Don't try that ground scale at home, by the way. If you decide to use anything other than a 5ft square, make the squares 3 1/3 feet so that 3 of them are exactly 10 feet, not 10.5 feet). A spell's range and area of effect were measured using a ruler on the ground scale.

This poses a usability problem in 2025, because most of the available visual resources (miniatures, battlemats, and VTTs) use a five-foot grid, and are designed for miniatures (or tokens) that fit one or fewer per square. There are ways to get around it, like using a battlemat with a scale of 3 squares to ten feet, or re-sizing the grid on a VTT, but basically the moment you try to use a modern visual resource (a modern map, terrain pieces, or a VTT), you start running into difficulties because of the 5ft square "standard size". To solve this problem, we use one of the measurement options from the original game—measurement by squares—consistently throughout, and we use a square size (5ft) that is almost universal at this point as a standard ground scale in gaming (it's not the same size as the recommended AD&D square, but it's the same method). In a very few cases, this contradicts a specifically-stated capability in AD&D (such as three characters fighting side by side in a 10ft wide corridor). When that happens, we include a "special rule" or an "exception" to keep the map-and-grid procedure in line with AD&D rules.

Five Foot Squares in OSRIC 3

OSRIC describes the AD&D rules in terms of five-foot squares to match up with the visual aids and terrain resources that have become standard resources in the years since AD&D was published. To reduce disputes about measuring distance, we are also making a "default ruling" that if there is a question about distance measurement, it starts at the edge of a creature's square, and takes effect in any square the measurement enters. Even if you are using 3 1/3 foot squares, you can still use this rule for where the measurement starts and stops.

1.5.2.1. MEASURING DISTANCE

The General Rule

In OSRIC, the general rule for measuring distance is that a "length" effect starts at the edge of your square (whether it's illumination, or a ranged spell, or whatever). If the range-measurement or radius of effect crosses the line of another square at all, then it can affect something in that square. *Examples:* The entire square is considered "illuminated" by a light spell or a normal lantern, anyone in the square must make a saving throw versus a splash of acid, a target in the square can be hit with an arrow, etc. This rule may be used with 5ft squares, 3 1/3ft squares, and even as a reference in theatre of the mind games that aren't using squares or miniatures at all.

When Not to Use the General Rule

Ultimately, the grid is a tool, not a rule. Whether it's 3 1/3ft squares or 5ft squares, the grid is used to accelerate the pacing of combat, and to eliminate disputes about range, area of effect, and who was standing where when the trap went off. It doesn't imply that two people can't stand in the same five-foot space; it only implies that they might not be able to fight as effectively. It doesn't imply that one character can't stand over a fallen ally in the same square. Sometimes, "I am reaching out over the edge of the precipice to get as much range as I can" should absolutely be given effect, whether it fits neatly into squares or not. Even in the specific combat rules (Chapter 6), there is a provision allowing characters to stand with three characters side-by-side in a space only two squares across. Squares are only general guidelines for convenience.

It is extremely helpful to have a general rule for distances and spacing, and it is extremely helpful to follow that rule closely during combat, but this general rule of convenience should never override a more specific bit of tactics or thinking by the players. The GM should disregard squares and spacing in situations where common sense and visualisation are a better tool.

Discussion

AD&D is extremely vague about a character (or monster's) exact location, whether it's a miniature on a base, a miniature on a grid, or a character "in melee combat". Can you extend your arm to get an extra couple of feet of range on a magic missile spell? Are you standing to one side of the imagined square? In AD&D, you can attack a monster 9ft away from you with a 2ft long short sword, without technically moving. Exact location and small movements are highly abstract, especially in combat. These questions look trivial until an unusual situation makes them a matter of life and death for a character. By having a standard ruling, many of these questions are resolved without argument. Finally, too, there's the matter of handling the really big creatures—the dragons, purple worms, and other monsters that even back in the day obviously occupied more space than a 3 1/3ft square, a 5ft square, or even a 10ft square. A dragon which casts *protection from good, 10ft radius* on itself (a creature at least 40ft long) obviously isn't going to have only part of its body affected by the spell.

Using this ruling (length is measured from the edge of the square, and can have effect in all of any square it crosses into), many of the distance-related effects in OSRIC may appear to be slightly bigger than they would be using the AD&D measurements, *depending on how you adjudicated the ambiguities in the first place*. However, a host of rules-arguments are eliminated by this rule. The potential difference, for small and medium sized creatures, is minor—whether a light spell or a magic missile extends one foot more or less isn't remotely game-breaking as long as it's consistently applied. It is slightly more significant for large creatures (where a range might be extended quite a bit, compared to a point-source at the creature's centre), but it's also the with these large creatures where problems like our dragon casting a radius spell start to become problematic using the RAW AD&D distances.

1.5.3. MOVEMENT RATE

When you are adventuring, the GM will be describing the places you are moving through, probably from a map they have designed. Your movement rate is simply the distance you can move during whatever time period is relevant: a journey from city to city is measured in days, exploring a dungeon is measured in turns, and in combat the time period can be as little as one minute (a round).

The Movement Rate number for your character is the distance you can move in combat during a single one-minute round. It is also the distance you can travel during a ten-minute turn of exploration in an underground area.

Encumbrance and movement caps, and possibly other modifiers, can change how fast you can move, so you have a base movement rate (which comes from your ancestry) which is adjusted into a movement rate, which is the speed you can move under particular circumstances (wearing my plate mail and carrying my twenty pounds of loot)

Encumbrance can affect your Movement Rate. For Encumbered movement rates see Table 1.5.3.3a

- In addition to Encumbrance, certain armour types have an enforced limit on movement, which also affects your Movement rate (see Table 1.4.2.3g).

These movement rates are relatively slow, mainly for the purpose of keeping the action restricted to a reasonably-sized map. However, according to a number of people who have actually explored caves and underground areas, the movement rates are not as unrealistic as one would think.

1.5.3.1. INDOOR, CITY STREET, AND UNDERGROUND MOVEMENT

DESCRIPTION	SPEED (FORMULA)	SPEED (EXAMPLES)	NOTES
Cautious (exploring)	Full Movement Rate per turn.	**60:** 60ft per turn **90:** 90ft per turn **120:** 120ft per turn	This is ordinary movement in a dungeon, allowing for mapping.
Fast (following map)	Movement Rate times five per turn.	**60:** 300ft per turn **90:** 450ft per turn **120:** 600ft per turn	Moving at high speed does not allow mapping. Underground, it is only possible in an area the characters have already explored.
Combat	Full Movement Rate per round.	**60:** 60ft per round (600ft per turn). **90:** 90ft per round (900ft per turn) **120:** 120ft per round (1,200ft per turn)	Combat has only one movement speed (very fast), which does not allow for mapping.

1.5.3.2. OUTDOOR MOVEMENT

DESCRIPTION	SPEED	NOTES
Hiking	**Level Terrain:** Movement Rate times 0.2 miles per day **Rugged Terrain:** Movement Rate times 0.15 miles per day **Very Rugged Terrain:** Movement Rate times 0.10 miles per day.	If the character is encumbered, use the reduced movement rate from the Encumbrance Table (Full, Three-Quarter, Half, or One-Quarter). **Example:** A character with a Movement Rate of 120 who is carrying enough weight to be moving at half ordinary movement rate would be able to hike 12 miles in one day in level terrain (encumbered movement rate of 60 times .2 miles per day).
Forced March	Up to twice the normal hiking speed.	See *Forced Marches* below.
Combat	Same as Underground Combat	In some cases, your GM might multiply all movement rates by three (together with missile weapon ranges) to make the scale of an outdoor combat more realistic. Area of effect for spells should remain unchanged.

If the characters are mounted, the movement rate of the mount is used rather than the movement rate for the character.

FORCED MARCHES

Forced marches allow you to increase speed up to twice the normal movement rate. You have a chance of exhaustion (check once for the entire group) equal to the additional percentage you added to your speed. **Example:** If you moved at 110% normal, you added 10% to your speed, and have a 10% chance of exhaustion. Once you are exhausted, you must rest for a full day before continuing to move, or else you begin to suffer exhaustion consequences.

Exhaustion consequences (which you can avoid by resting for a day), are severe. For horses and mules used as mounts, it means a 10% chance of dying from exhaustion unless they are allowed to walk unencumbered as the forced march continues. For monsters and characters, it means you effectively lose a level of experience (or a hit die if a monster) until you have rested, at which time the abilities return. If you have enough hit dice, you can keep going without resting, but if you reach 0 hit dice or 0 level, you die.

ESCAPES

Underground

Although this is mostly the province of the GM, here is a guideline for handling the question of when monsters will abandon their pursuit of a group of fleeing adventurers.

If you are fleeing from monsters underground, keep moving the figures on the map with movement-only combat rounds. If the pursuers get within melee range (10ft) at the end of any round, combat will take place between the figures in melee range. If pursuit continues for 5 rounds and there is no measurable gain, the monsters have a 50% chance to abandon pursuit. At any time that the characters leave the perception range of the monsters, the monsters will continue for another 5 rounds, and if they don't regain sight of the characters they will abandon the pursuit.

Outdoors

Given that an outdoor setting is more open and better lit than a dungeon, you can use a formula for determining whether a pursuit is successful. This can be used regardless of whether it's the characters who are trying to escape, or monsters that are trying to escape.

Base chance to escape pursuit per hour: 80%

Modifiers:

Slowest moving creature is in the pursuing group: +10%

Slowest members of both groups have the same movement rate: +0%

Slowest moving creature is in the pursued group: -10%

Terrain is plains, desert, or water: -50%

Terrain is rough, hills, or marsh: +10%

Terrain is forest or mountain: +30%

Fleeing group is fewer than 6 creatures: +10%

Fleeing group is 12-50 creatures: -20%

Fleeing group is more than 50 creatures: -50%

Pursuing group is fewer than 12 creatures: -20%

Pursuing group includes a flying creature: -20%

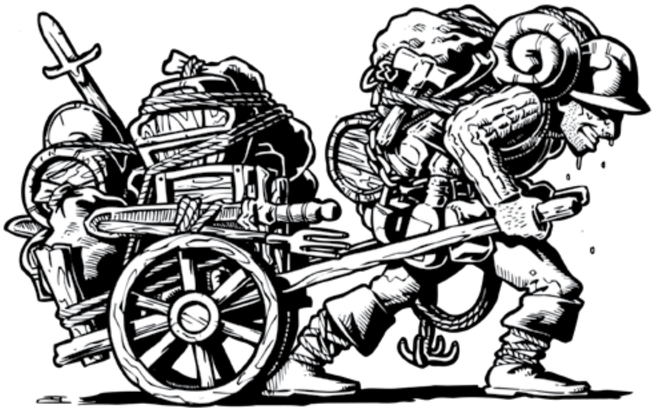
Daylight: -30%

Twilight: -10%

Night: +25%

If the chance of escape is 0% or the pursuers manage to catch up based on the relative movement rates, then combat takes place.

If the pursuers haven't caught up, then roll 1d100 and compare the number to base chance to escape, as modified. If the d100 roll is lower than or equal to the chance to escape, then the trail is lost and the fleeing group has managed to escape.



It might appear that a faster group should get more than a 10% modifier, or that a flying creature should automatically prevent a slower group from escaping. This method takes into account, though, that fleeing groups can hide from a flying creature, and that a slower group can still catch up with a faster group if the faster group takes a harder path up a hillside by accident.

1.5.3.3. ENCUMBRANCE AND BASE MOVEMENT RATE

You are going to be tempted to carry lots of equipment, but the weight can slow you down. Also, treasure is heavy, so you need to leave room for the treasure you bring back!

If you are carrying more than your encumbered weight (see Table 1.1.2a Strength), your movement rate is reduced and you are more likely to be surprised in combat (see Section 1.6.1.1 for details on Surprise). The effect on movement rate and surprise are shown on Table 1.5.3.3a, below.

Keep in mind that armour sets a maximum movement rate (the movement cap shown in Table 1.4.2.3g) independent of all weight calculations (due to bulkiness). Thus, armour sets a maximum movement rate and also affects the total weight a character carries.

TABLE 1.5.3.3A: ENCUMBRANCE

WEIGHT CARRIED	MAX. MOVEMENT	SURPRISE MODIFIER
Unencumbered	Full Movement	+1 (for armour lighter than chain mail only)
1 to 40 lbs over Encumbrance	Three Quarter Movement	Normal bonuses apply
41-80 lbs over Encumbrance	Half Movement	No normal bonuses apply (but penalties do)
81-120 lbs over Encumbrance	Quarter Movement	No normal bonuses apply (but penalties do); -1 extra penalty
121+ lbs over Encumbrance	Cannot Move	Cannot Move

1.5.4. LIGHT AND VISION

In a dungeon, the adventurers need a light source unless all the characters have infravision.

1.5.4.1. LIGHT SOURCES

Torches may be blown out by gusts of wind or extinguished by water or even magic, so lanterns or backup sources of illumination are usually a good idea. Various light sources are available on the equipment table, with details described below.

- Bullseye lanterns illuminate 80ft (in a 10ft wide beam) and burn a pint of oil every 4 hours. Such lanterns can be covered so that the light source is not visible to monsters, but when covered they do not emit any light.
- Hooded lanterns illuminate a 30ft radius and also burn one pint of oil every 4 hours. Like bullseye lanterns, they have a cover (hood) that can be closed so the light is not visible.
- Magical weapons illuminate 10–20ft for an infinite period of time (dagger 10ft, longsword 20ft). Most magic weapons create illumination whenever they are unsheathed, and cannot be covered like a lantern. Unusual magic weapons may have a command word for illumination or extinguishing the light, but this isn't standard.
- Torches shed 40ft of illumination and burn out in 6 turns (1 hour). They cannot be covered effectively without completely extinguishing them.
- Standard game candles shed 20ft of illumination and burnout in 30 minutes, although longer-lasting ones may be purchased at additional cost. Candles cannot be completely covered without extinguishing them, and they blow out even more easily than torches.

Other light sources, such as lamps or magic items, will have their fields of lighting determined by the GM, who may use the information provided in this section as a guideline.

Note that light sources can be seen from much further away than the radius of illumination they shed. Approaching light will warn intelligent creatures of the approach of surface-dwellers, perhaps giving them a chance to prepare. If the party's light source is visible to creatures in the dungeon, the GM should adjust the chance of surprise.

1.5.4.2. INFRAVISION

Infravision is the ability to see in the dark and is common to almost all subterranean creatures. Infravision cannot be used within the ambit of any light source. Unless otherwise stated, infravision has a range of 60ft, although some exceptional subterranean creatures have a longer visual range. Infravision does not detect colours and is of little help while searching or making minute examinations, so sapient creatures such as orcs may well prefer torchlight even if they possess infravision.

1.5.5. FALLING

It is inevitable that at some point a character will fall into a pit, off a wall, or over a cliff. Damage from falling is determined as follows:

Less than 10ft: no damage in game terms.

10ft: 1d6 damage

20ft: 3d6 damage

30ft: 6d6 damage

40ft: 10d6 damage

50ft: 15d6

Over 50ft: 20d6 damage

Optionally, the GM may allow a saving throw against falling damage; if the saving throw is successful, the damage taken will be halved.

1.5.6. GAINING LEVELS

When your adventuring group gains treasure during an adventure and safely brings that treasure back to a village, town or city, the party gains 1 XP for every 1 gp value of monetary treasure (coins, gems, and jewellery). If you gain treasure without adventuring (for example, taxes on people who live in or around your stronghold), you don't gain XP for that treasure. Magic items can be sold, in which case they are treated as monetary treasure, but if they are kept they are still worth a certain amount of XP (one-tenth base value, one half for potions).

You also receive XP for defeating monsters, whether that's by killing them, capturing them, or otherwise overcoming them. The XP for defeating monsters is shown in the GM Guide.

Finally, you may receive XP from the GM for fulfilling some kind of mission goal. This handles situations where gold pieces and defeating monsters don't fully reward the difficulty of the adventure.

When you have enough experience points to go up a level (check the table for your character class), you can gain the new level—but it requires a period of training before you get the benefits.

Training requires 1d3 weeks to complete, and the total cost is 1,500 gp times the character's current level (**Example:** it costs 1,500 gp to reach level 2, 3,000gp to reach level 3, etc.). The 1d3 weeks is only important if the characters are in the middle of a time-critical series of adventures; otherwise, the only effect of that time is the expense of room and board.

CHAPTER SIX: COMBAT

1.6.1. ORDER OF EVENTS

When the party of adventurers comes into contact with enemies, game-time no longer follows a sequence of turns (representing 10 minutes) but is measured in rounds (representing 1 minute), subdivided into six-second long "segments."

ENCOUNTER DISTANCE

In general, the distance between the two groups at the time combat begins will be 1d4+4 x10ft (or yards, if outside) UNLESS either side is surprised. If either side is surprised, the encounter takes place at closer range of 1d3 x10ft (or yards). The GM may modify this based on the circumstances (ambushes, terrain, line of sight).

The order of events is as follows:

1. Determine Surprise (d6) and encounter distance.
2. Declare Spells and General Actions.
3. Determine Initiative (d6 and you go in the segment number you rolled, so a low roll goes earlier and is better). Missile attack bonuses may allow ranged attacks by individuals before the main groups attack. Also, higher level fighter-types may be attacking in specific segments with their Melee Attack Combinations instead of with the rest of the group.
4. Party with initiative acts first (casting spells, attacking, etc.), and results take effect (other than spells, which have casting times to complete before they take effect). Note: Some actions may allow the other side to "interrupt" with an action such as a fleeing attack or attacking charging opponents with spears set against a charge.
5. Party that lost initiative acts, and results take effect (other than spells, which take effect when casting time is completed).
6. The round is complete; declare spells and general actions for the next round if the battle has not been resolved (go back to step 2).

1.6.1.1 DETERMINING SURPRISE

Surprise is the first phase of a combat encounter, and "surprised" is a combat condition; anyone surprised is caught flat-footed and is unable to act during the first few seconds of the battle.

The basic idea is simple: both sides in a battle have a chance to be surprised, and it lasts for a couple of segments (six seconds). You count down those segments; if everyone is surprised, no one acts, but if someone isn't surprised, they can act during that segment. In some cases it gets a bit more complicated because some people (or monsters) have a different chance to either surprise or *be* surprised, but once you get the core idea (anyone not surprised can act in a surprise segment) it's not difficult.

CHECKING FOR SURPRISE

Surprise is checked only once per combat, at the beginning of an encounter.

Note: if a party of adventurers has alerted monsters to its presence (by hammering away at a door for a round or two, for example), the monsters do not need to make this roll.

Each group (adventurers and monsters, usually) that might be surprised rolls a d6. Unless there is a special rule for the monsters or a particular character class, the result is as follows:

1	The group is surprised for one segment.
2	The group is surprised for two segments.
3	The group is *not surprised* unless you're fighting someone who surprises on a 3+ (in which case you're surprised for 3 segments).
4	The group is *not surprised* unless you're fighting someone who surprises on a 4+ (in which case you're surprised for 4 segments).
5	The group is *not surprised* unless you're fighting someone who surprises on a 5+ (in which case you're surprised for 5 segments).
6	The group is *not surprised* unless you're fighting someone who surprises on a 6 (in which case you're surprised for 6 segments).

Just being alert to the possibility of danger is not enough to avoid making a surprise roll. If *neither* of the opposing forces is surprised, play moves on to the regular combat round.

SPECIAL RULES FOR DETERMINING SURPRISE

In some cases, monsters or particular character classes may have special rules for surprise. For example, some monsters cannot be surprised, others are stealthy enough that the party may be surprised on a roll of higher than 2.

A character's surprise bonus (see "Dexterity") acts to negate surprise segments if the character is surprised (or to create them, if the number is a penalty). Thus, a character with a +2 surprise bonus (meaning -2 surprise segments) whose side rolled a 2 for surprise (normally a situation in which the character would be surprised for two segments) is not surprised, because 2 minus 2 is zero. This can lead to a situation in which a party of adventurers is surprised with the exception of one member.

For example, if the monsters rolled a 1, the party rolled a 2, and one party member had a +2 surprise bonus, the situation will resolve as follows:

- The party member with the bonus is not surprised at all, because two segments of surprise are negated by the character's +2 bonus.
- The monsters are surprised for one segment, so the unsurprised party member may act during that first surprise segment. The rest of the party cannot act, because they are surprised (rolled a 2).
- In the second surprise segment, the monsters are no longer surprised, but the rest of the party is still surprised (having rolled a 2), so both the monsters and the one unsurprised character can all take action during the second surprise segment.

Dexterity-based surprise bonuses cannot *create* surprise on the other side; all they do is alter the number of segments for which surprise lasts for the character. If the monsters roll a 3 for surprise, they aren't surprised even if a character has a +3 surprise bonus. Surprise bonuses are not the same thing as a monster that "surprises on a roll of 1-3". Such monsters do actually affect the possibility of surprise for the other side.

WHAT HAPPENS WITH SURPRISE

If one side is surprised and another is not, the unsurprised party may act for a number of "surprise" segments. For example, if the party rolls a 1 and the monsters roll a 2, the party is surprised for one segment, and the monsters are surprised for two segments. The party therefore has one surprise segment in which to act. If the party rolls a 2 and the monsters roll a 5, the party is surprised for 2 segments and the monsters (who, having rolled a 5 were not surprised at all) have both of those 2 surprise segments in which to act.

If a monster surprises on more than a 2 in 6 (some monster descriptions may contain text such as "surprises on 1–3"), it is possible for the monster to gain more than two segments of surprise. Against a monster that surprises on 1–3, if the party rolls a 3 and the monster is not surprised, the monster would have three surprise segments in which to act.

Actions that would normally happen over the course of a round may be completed in one surprise segment: talking, attacking, charging, closing to melee, fleeing, setting weapons against a charge, beginning a spell, etc., provided that it is possible for the action to take place during a single segment. In other words, a character cannot make a minute-long speech during that six seconds, nor can a spell be fully cast unless it is a one-segment spell. Also, movement in a single segment is reduced to one-tenth of your movement per combat round.

1.6.1.2. DECLARING ACTIONS

This is the start of a normal combat round, which starts after all surprise segments are completed.

Before the two sides roll initiative, the GM should form an idea of what the monsters are going to be doing, then asks for the players to declare their actions.

Each player tells the GM what their character plans to do during the round.

- Move. Normal movement if you aren't engaged in melee combat.
- A Combat Action (see Section 1.6.2). **Example:** "I charge into combat and attack with my longsword."
- Cast a spell, specifying which spell. **Example:** "I cast magic missile."
- Taking some other action that isn't covered as a Combat Action or spell. *Examples:* "I will drink a healing potion," "I use my thief skills to climb the wall," or "I will pull the lever to open the pit trap if the enemies walk over the top of it."

You can specify a contingency. For example, "I will parry if the enemies charge me, but if I am left open I will flee."

Once the action begins (with the initiative roll), the players cannot change what the character is going to attempt unless the plan has become impossible. This happens frequently, and is why players might specify alternate actions. For example, a character planning on charging into combat might lose the initiative roll to the monsters, who close into melee combat (a combat action described below). This situation would end up with the character already in combat (so they can't charge) and since closing into combat prevents an attack in that round, the character also cannot make an attack.

If a character's declared action becomes impossible, the GM might rule that the character cannot take any action, but the usual procedure is to allow whatever action might be the closest to the original plan. For example, a character who was going to charge into combat and attack, but got charged and attacked, is still able to attack (because the enemies charged into combat instead of closing). Here, the character should be allowed to make a melee attack because attacking was part of the plan.

The GM should be flexible on this, because the characters aren't robots following a pre-programmed course of action. However, casting spells is not something that can be changed, and the default resolution should be that "no action" or "only the closest action" is possible.

Note: Other editions of the game use a more fluid initiative system, where players and monsters make their decisions only when the time comes, instead of before the initiative roll. Declaring actions beforehand is a feature of OSRIC, not a bug. It reflects the chaos of a combat situation and results in more unintended outcomes during combat. It also, in game terms, gives more advantage to the winners of an initiative roll than they would have in a "decide as you go" system, because the losers of the initiative roll can't adjust their actions based on what the initiative winners did. The game doesn't fall apart if you decide as a group not to declare actions ahead of the initiative roll, but if you stick with the original rules you'll find that there is a distinctive feel to this approach.

Some virtual tabletops enforce individual rolling of initiative for each character. This is a perfectly workable system; it's just a bit less wargame-like than the canon rules. Many people used individual initiative "back in the day," but it didn't become the standard until 2e. To follow the canon most closely when using individual initiative, the GM should still ask for players to declare their actions before rolling initiative. To run a faster-paced game with individual initiative, you can skip the declarations step for everything except spells—*spellcasters should still declare if they are casting spells before the initiative roll***, or there will be arguments about whether a spell was disrupted.**

1.6.1.3. ROLL FOR INITIATIVE

After any surprise segments are resolved and actions are declared, the first combat round begins. At the beginning of a combat round, each side rolls initiative on a d6.

The roll represents the six-second segment of the round in which the entire group will be able to act (thus a low roll is better). **Example:** If the monsters roll a 6 for initiative, and the party rolls a 1, this means that the party will be acting in segment 1, and the monsters will not act until the sixth segment of the 10-segment round.

Why a d6 and not a d10? Since a combat round is 10 segments long, and the initiative roll only covers the first six segments of the round, there are four remaining segments in the round after the two sides have already taken their actions: these remaining four segments are still important because spells may take effect during this time.

Fighters, Rangers, and Paladins with multiple attacks make those attacks in specific combat segments (1 and 10 usually), regardless of their initiative rolls. This only applies if the character declares that they will be attacking; if they are moving, then they do so in the combat segment rolled for the rest of the party.

Important point: The segment rolled for your initiative is your *first* opportunity to take action, but you aren't *forced* to take your action in that segment. As long as you take your initiative in segment 6 or before, you can delay as long as you want. This can lead to some simultaneous resolutions of actions in segment 6, because if you don't take your action before segment 7, you lose it. If you don't take an action by the end of segment 6, you have chosen not to take an action in that round. Segments 7-10 are purely for after-effects.

Note: This system flips around the AD&D method, under which your die roll was for the *other* side. The OSRIC system described above is a bit more intuitive.

BONUSES

- The dexterity bonus for surprise is *not* added to an individual's initiative for melee attacks. It only affects surprise segments as described above in section 1.6.1.1 (Special Rules for Determining Surprise).
- If a character has a missile weapon in hand and declares they will attack, the segment number for the attack may be affected by Dexterity (see Table 1.1.3a for "Initiative Effect on Missile Combat"). Characters with a high dexterity may be able to make missile-weapon attacks earlier in the round (a lower segment number), and characters with low dexterity might not be able to attack with missile weapons until a later segment than the characters rolled. This modifier has no effect on hand-held weapons or spells; it is only for bows, slings, and thrown weapons.

TIE ROLLS: SIMULTANEOUS RESULTS

Initiative rolls may result in a tie.

Some actions (fighters with multiple attacks, spells taking effect, missile weapons with a Dexterity bonus) will happen in different combat segments, but the main battle will probably be taking place in the same combat segment.

When this happens, both sides are considered to be acting simultaneously, and the order of events doesn't matter. All the combatants can make their attacks, and with one exception all combatants will take damage even if their opponent died during the combat segment.

Exception: Weapon Speed Factor. If you are attacking an enemy that has a weapon, and your weapon has a lower speed factor, your attack takes effect first. If you manage to kill the enemy, then their attack doesn't damage you. *Example 1:* You have a dagger (speed factor 2) and you are attacking an orc with a short sword (speed factor 3). If neither of you kills the other, there isn't any need to use speed factors. But if you manage to kill the orc with your dagger, and it hits you with its short sword, you don't take damage from the orc's attack because your dagger strike takes effect first. *Example 2:* You are fighting an wolf and you have a dagger (speed factor 2). Since the wolf doesn't have a weapon, speed factor isn't used in this situation. You and the wolf attack simultaneously and if you both hit, you both take damage.

It is possible for two combatants to kill each other during a simultaneous initiative round! This is only possible when initiative is simultaneous—in a normal combat round, a goblin killed in the first segment of the round will be dead (and thus unable to attack) by the time the fifth segment of the round arrives.

RESOLVING THE ROUND

The initiative roll tells you, in segments 1-6 of the combat round, the earliest segment when each group will be able to take combat actions (see below).

Movement begins in segment 1 (for anyone who declared an action that involves movement) and proceeds on a simultaneous segment-by-segment basis using movement rates of one-tenth of full round movement. This can be ignored if the rate of movement isn't important. It may be important if a character is trying to drink a potion before charging enemies actually attack, and whether a spell can still "catch" slow-moving enemies who are trying to flee the blast radius. This can lead to situations where a charge "arrives" but can't attack yet. That's fine.

The GM will usually count through the segments starting with segment 1, because not everything happens in the two segments when the two sides can act. Some characters or monsters with missile bonuses might be able to act earlier than the rest of their group, and fighter-types using a melee attack combination act in segments 1 and then again in segment 10. Some characters might choose to delay their actions, so they would be acting later in the round. Many spells have more than a 1-segment casting time, so those spells take effect later in the round.

That said, though, since initiative in OSRIC is rolled by group, not by individuals, most of the action usually takes place in the two segments rolled on the dice (by one side and the other).

Effects are usually immediate: if you die in segment 1, you don't get to take an action unless you were also acting in segment 1.

Note about spells: Spells have a casting time, the number of segments (or rounds, turns, etc.) required to cast the spell. The spell caster does not actually begin casting the spell until their initiative segment. That segment is the first segment of the casting time. The spell does not "go off" until the casting has been completed. Spell casting that is not completed in a combat round continues into the next round, taking effect when complete.

Example: Halvaine the Arcane's party is in battle with a group of orcs. At the beginning of the round, Halvaine's player declares that the magic-user will cast a spell with a 3 segment casting time. It takes effect in the number of the segment when he started casting, plus 2). The party rolls a 4 for initiative, and the GM rolls a 5 for the orcs. Halvaine thus begins casting in the fourth segment of the round. The orcs attack in the fifth segment (because the GM rolled a 5). Halvaine's spell will go off in segment 6 (he starts casting in segment 4, and he adds 2)—provided, of course, that the orcish attack in the fifth segment does not interrupt and thus spoil his casting.

1.6.2. COMBAT ACTIONS

Combat actions normally should be declared by the players, and decided by the GM, prior to the initiative die being rolled, as described in section 1.6.1.2. The most common combat actions have specific rules: fleeing, negotiating, holding initiative, firing missiles, setting weapons against a charge, attacking, casting spells, and engaging in unarmed combat. Each of these common actions is described below. The result of anything not covered by a rule is determined by the GM according to common sense.

Weapon Reach. Melee weapons (even the strike of a hand) have a potential range of as much as 10ft. See Section 1.6.10.5.

1.6.2.1. CHARGING INTO COMBAT

Charging into combat allows the attacker to move and then attack *in the same round*.

- A charge is made at twice the normal movement rate. It must terminate within melee range of the target (10ft).
- If the defender has a longer weapon than the attacker, the defender attacks first (unless the defender is surprised or has already acted in this round). The attacker gains no dexterity bonus against such an attack (and characters with no dexterity bonus receive a penalty of 1 point to Armour Class). Additionally, if the defender has a weapon set against the charge (see below), they will inflict additional damage with a successful hit against the charging attacker.
- Assuming that the charging character survives, they gain +2 "to hit" on the attack. Characters may only perform a charge once every 10 rounds (i.e. once per turn). Characters who are at the maximum encumbrance category may not charge unless they are mounted and the mount is below the maximum encumbrance category.
- An attacker riding a warhorse or other combat-trained mount and equipped with a lance inflicts double the damage rolled on the charge round. (Although the weapon damage is doubled, any bonus for strength, magic, specialisation or other such modifier is not.)

The attack made by the attacker must be a melee attack (Section 1.6.2.6) , a hurled weapon attack, or an unarmed attack (see Section 1.6.12). The defender, if they declared a missile weapon attack, can use the missile weapon.

1.6.2.2. CLOSING INTO COMBAT

When two groups of combatants are not within the 10ft melee range, the attackers may choose either to charge into combat (see above) or to advance more cautiously, closing into combat.

- You may not make an attack roll in the same round unless it is with a hurled weapon; the cautious advance does not generate the opening to make a significant attack.

- However, an opponent with whom you close into combat may also not attack you until the *next round*, even if they have not taken an action in this round.
- When closing into combat, characters (and monsters) may advance up to the full amount of their movement.

1.6.2.3. FLEEING FROM COMBAT

Often, discretion is the better part of valour.

- If a character is in melee combat and runs away, their opponent(s) may make an immediate attack at +4 to hit, even if they have already attacked. After that, you're out of combat (if you survived) and can move. *Exception to this rule:* If you are in melee combat but your opponent can't reach you, they do not get a fleeing attack. This can arise if you are in the second rank of combat with allies in between you and the enemy.
- You can parry against a fleeing attack.
- If you are not in melee combat range of anyone, you're not "fleeing from combat"; this is just a movement action.

1.6.2.4. HOLD INITIATIVE

Holding initiative isn't a declared action, it is what you say in your segment when you don't want to take your declared action just yet. You're going to do something—and you declared what that would be at the beginning of the round—but you don't want the action to take effect until the other side has acted (or is in the process of acting).

Example: you declared that you would be pulling a lever to open a pit trap in an area the enemies might or might not move into. If they don't move into the area, you wouldn't pull the lever. Your initiative segment comes up, but the enemies haven't moved yet. You would "hold your initiative" until they move.

It's important to understand that all the CHOICES about what you are going to do are made during the declarations of action, leaving you only with the "do or not do" decision when it comes to your initiative segment. You can't use "hold initiative" to *change your mind* about what you're doing based on enemy action, only to make sure the effects happen at the right time (attacking a spell caster only once they begin casting, opening a pit trap only after the enemy is standing on it, etc.). You must act by or on segment 6, or you lose your action.

1.6.2.5. MELEE ATTACK

A melee attack is an attack with a hand-held weapon such as a sword, halberd, or dagger. Bows, crossbows, and hurled weapons are not melee attacks, they are missile attacks.

To make a melee attack, you roll a d20. If the result (plus any bonuses, and minus any penalties) is equal to or higher than your target number to hit the enemy's armour class, you have scored a "hit" and can roll damage, which is subtracted from the enemy's current hit points. The target numbers to hit depend on your character class and level, and can be found in the description of your character class.

If your game is using Ascending Armour Class, you can use the AAC Formula (see Section 1.4.2.4a).

- A character's strength bonuses "to hit" and on damage (see "Strength") are added to melee attacks.
- Other bonuses may also apply, such as a magic weapon that gives a to-hit bonus.
- Melee attacks can be made at a range up to 10ft regardless of the weapon type.
- You may not attack past an ally (through their 5ft square) unless you have a reach weapon. They are "in your way".
- You cannot attack past an enemy (through their 5ft square) to attack a different enemy. The "front rank" blocks this sort of attack.
- You may select which opponent to attack, as long as each "figure" represents a creature on a 1:1 basis. In a "mass melee" combat, where a single figure might represent several opponents, the exact opponent is randomly determined.

Example: Ratboy Rabblehouse, a fifth level fighter, is within 10ft of an orc (Ratboy closed into combat in the last melee round). Ratboy has his light warhammer in hand, and the initiative countdown has reached Ratboy's segment. The orc has an AC of 6 [14]. Since Ratboy is a fifth level fighter, he needs to roll a 10 on a d20 to hit, but he has some bonuses. Since he is a dwarf, he has the grudge-bearer +1 to hit since the enemy is an orc. He also has a +1 bonus to hit from his strength of 17. Ratboy rolls a 9, which would be a miss since he needs a 10, but the combined +2 from the bonuses makes his roll an 11. It's a hit! Now Ratboy rolls damage. A light warhammer does 1d4+1 points of damage, and Ratboy's 17 strength gives him a +1 on damage as well as on his to-hit rolls. Ratboy rolls a four-sided die (the "1d4"), getting a 3. He adds one (because of the "+1" at the end of "1d4+1") and then adds another 1 point for the damage bonus, for a total damage of 5. This orc has only 4 hit points, so Ratboy managed to kill it in one round. An orc with 6 or more hit points would still be alive.

1.6.2.6. MISSILE ATTACKS

Missile attacks are attacks with a ranged weapon such as a crossbow, sling, or hurled axe.

A missile attack is made the same way as a melee attack. You roll a d20. If the result (plus any bonuses, and minus any penalties) is equal to or higher than your target number to hit the enemy's armour class, you have scored a "hit" and can roll damage, which is subtracted from the enemy's current hit points. The target numbers to hit depend on your character class and level, and can be found in the description of your character class.

If your game is using Ascending Armour Class, you can use the AAC Formula (see Section 1.4.2.4a).

- When using missiles to attack into a melee, it is not possible to choose which particular target will receive the attack; the target should be determined randomly from among all melee participants, and the missile-firer could well hit a friend.

- A character's dexterity bonus for missile attacks is added to the "to hit" roll when the character is using missile weapons. If a character has a missile weapon in hand, their missile bonus is also added to the initiative roll, allowing the character to potentially attack first even if the adventurers lost the initiative roll.
- You can only attack with a missile weapon "over the head" of an ally if they are a size smaller than you.
- You cannot move in a round when you make a missile attack unless it is a hurled weapon.

1.6.2.7. MOVE

Most combat movement is charging, closing into combat, or fleeing. However, if you are basically ignoring the combat and moving for some other purpose (including running away after fleeing), you may take a move action in the appropriate combat segment. You move the full amount you can move in a combat round.

The above rule (move on your initiative segment and take the entire move) is convenient for most purposes and most combats. It is a bit like a chess move. However, if there is a critical timing element in a round, the GM may allow the following resolution. Any character or monster that declared movement as an action (including movement into combat and charges) actually begins moving in segment 1, but only moves one-tenth of the combat speed movement (for a character with a 120 movement rate, 12 feet) per segment. If you invoke this rule, taking a full movement is still considered an "action" in combat even though the movement happens independent of the initiative segments.

1.6.2.8. NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few chosen words (including lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might try to brazen their way through in an attempt to avoid combat (or at least delay it until favourable conditions arise).

Although this is usually resolved by the GM, you can use the following table if you want the result to be random.

TABLE 1.6.2.8A: NPC AND MONSTER REACTION

The die roll on this table is modified by a character's Reaction Modifier from Table 1.1.7a: Charisma. It's a good idea to have the most charismatic character in the party handle negotiations. This table sees a lot of reference outside combat, but it's placed in the combat section since negotiating is a combat option.

D100	REACTION
01-05	**Very hostile.** Monsters will attack. (In social situations, this indicates absolute refusal, throwing a person out of the banquet, or taking immediate steps to damage the disliked person).
06-25	**Hostile.** Monsters probably attack unless obviously outmatched. (In social situations, the hostile response might be delayed until the right social tools to damage a person are put in place).
26-45	**Unfavorable.** Monsters probably attack. Next actions have a 55% chance to be biased against the person, for both NPCs and monsters.
46-55	**Neutral response.** Monsters don't attack unless they are *obviously* going to win a fight, and NPCs wait to hear more details of an offer.
56-75	**Favorable.** Monsters wait to hear an offer. Next actions actions have a 55% chance to be biased in favour of the person negotiating, for both NPCs and monsters.
76-95	**Friendly.** Probably offers assistance if it is profitable to do so.
96-00	**Very friendly.** May offer assistance even if it is not profitable to do so.

1.6.2.9. PARRYING

A character who parries cannot attack in the same round, but may subtract any strength-based and all specialisation-based "to hit" bonuses from melee attack rolls made by opponents. Parrying may be used when fleeing from combat. Parrying only has value to a character with a strength or specialisation-related bonus "to hit". You must have a weapon in hand to parry.

1.6.2.10. SET WEAPON AGAINST CHARGE

Certain weapons can be "set" against a charge, which is a simple matter of bracing the weapon against the floor or some other stationary object. A character choosing to set a weapon against a charge cannot attack unless an opponent charges, but the weapon gets to attack before the charging opponent can attack, and if it hits, it inflicts double damage against the charging opponent. A charge is any attack that allows the attacker to move and attack, and thus includes leaping attacks that may be made by some monsters.

Weapons that may be set against a charge include spears, javelins, lances (when used dismounted), pole arms, and tridents.

If a character declares this action, the weapon is "set" immediately, in segment 1 of the round.

1.6.2.11. SPELLS

Spell casting begins in the spell caster's initiative segment, and the spell is completed at the end of the casting time.

- It is possible to cast a spell while within melee range of an opponent (10ft).
- If the spell caster suffers damage after declaring that they will cast a spell (and before the spell takes effect), the spell is lost. A lost spell disappears from the caster's memorisation as if it had been cast, but the spell's effect does not materialise. This happens in a round when the spell was declared, even if the caster had not technically begun casting the spell (if, for example, the other side attacks first, damaging the spell caster before the spell caster begins casting in their initiative segment).
- While casting a spell, the caster receives no dexterity bonus to armour class.
- You cannot move in a round when you begin casting a spell, or while you are casting. You can move in a round when you completed casting a spell begun in an earlier round.
- Even if the caster has technically not started casting the spell, the mental preparation begins with declaring the action, and the spell can be lost.

1.6.3. COMBAT MODIFIERS

1.6.3.1 CONCEALMENT

Concealment is anything that obscures an opponent's vision, such as tree limbs or smoke, but does not *physically block* incoming attacks (physical barriers are treated as Cover rather than Concealment; see below).

1/4 Concealment: Enemies attack with a -1 penalty

1/2 Concealment: Enemies attack with a -2 penalty

3/4 Concealment: Enemies attack with a -3 penalty

Total Concealment: Enemies attack with a -4 penalty

Concealment does not stack with *invisibility*; this is a measure of partial invisibility.

1.6.3.2. COVER

Cover is protection behind something that can actually block incoming attacks, such as a wall or arrow slit. Cover bonuses are as follows:

25% cover:	-2 to attacks	**Example:** behind a flimsy fence
50% cover:	-4 to attacks	**Example:** fighting from behind a tree
75% cover:	-7 to attacks	**Example:** behind a low wall
90% cover:	-10 to attacks	**Example:** shooting from an arrow slit

If you have 25% or more cover, you also receive a +2 bonus to any saving throw that involves dexterity; if the agility saving throw bonus applies, you also receive the +2 cover bonus to the save.

1.6.3.3. REAR ATTACK

An attack from directly behind an opponent negates the benefit of a shield, negates dexterity bonuses, and is made at +2 to hit.

1.6.3.4. TWO-WEAPON FIGHTING

If a character desires to fight with one weapon in each hand, the off-hand weapon must be either a dagger or a hand axe. The weapon in the primary hand attacks with a -2 modifier, and the off-hand weapon attacks at -4. The character's dexterity bonus (or penalty) for missile weapons is added to both attacks. Thus, a character with a dexterity of 3 would be attacking at -5/-7. However, although penalties can be offset, this rule can never result in a bonus to attacks! The off-hand weapon cannot be used to affect parrying.

1.6.3.5. UNHELMED OPPONENT

Attacks against a character who is *not wearing a helmet* have a 1 in 6 chance to be delivered to the head (with a base AC of 10 [10]) rather than the armoured body. This is not a "called shot", it is simply that the attacker's opportunity in that round happened to be for a head shot. If the opponent's regular armour class is 10 [10], then there is no benefit. Attacks to the head do not inflict more damage than normal, they just (usually) have a greater chance to hit when the target isn't wearing a helmet.

1.6.3.6. OTHER CONDITIONS

Various "conditions" such as *invisibility* are listed in Section 1.6.10. As a quick summary:

Invisible: Attacked at -4 if general location known, otherwise can't be attacked. Has +4 on all saving throws.

Paralyzed (held): Automatic hit and maximum damage *at the least*. Instant-kill or bind if not protected by nearby ally in melee range of attacker.

Prone: Attacked at +4 and cannot use shield or Dex bonus to AC.

Sleeping: Depends on whether the sleep is magical or not.

Staggered: Attacked at +2.

Stunned: Attacked at +4 and cannot use shield or Dex bonus to AC.

1.6.4. ITEM SAVING THROWS

In certain situations, an adventurer's gear may be damaged or destroyed. This is a major risk when facing dragon's breath, falling into acid vats, falling into deep pits, and getting hit by fireball spells.

Generally, if a player character has to make a saving throw and succeeds, the gear is assumed to pass all its saving throws automatically. The table below should be employed only where the player character *fails* the save.

- All magical items have a +2 on all saving throws
- Items that have a numerical bonus (such a +1 arrow) may have a higher bonus. A +2 item has a +3 bonus, a +3 item has a +4 bonus, etc.
- An exception is artifacts and relics; these have saving throws of 2 or 3 in all categories, and even if they fail the saving throw they are only temporarily neutralised (usually for 1d6 days).

TABLE 1.6.4A: ITEM SAVING THROWS

ITEM IS MOST LIKE:	TYPE OF DAMAGE							
	ACID/ CORROSION	COLD (MAGICAL)	CRUSHING BLOW	DISINTEGRATE	FALL (EACH 10FT)	FIRE (MAGICAL)	FIRE (NORMAL)	LIGHTNING
Crystal/Glass	5	5	19	20	10	5	3	15
Leather	10	3	4	20	1	6	4	13
Metal	7	1	6	20	1	2	1	11
Paper	16	2	11	20	1	20	18	20
Pottery or Bone	10	3	17	20	5	6	3	5
Rope or cloth	12	1	10	20	1	15	10	14
Stone or gem	3	1	17	18	1	2	1	14
Wood	10	1	10	20	2	7	5	10

If the character falls, a separate saving throw is made for every ten feet of the fall unless the character lands on something soft (a pile of leaves, water), in which case only one saving throw is required regardless of the length of the fall.

1.6.5. TURNING THE UNDEAD

Clerics can "turn" the undead, and certain kinds of lesser fiends. For good and neutral clerics, this means causing them to retreat and possibly even destroying them. For evil clerics this means making them non-hostile, or even bringing them under the cleric's control; an evil cleric can command undead or lesser fiends as servants or minions.

In combat situations, treat turning like casting a spell with a "fast" casting time that takes effect in the same segment. In other words, if you decide to turn, you can't attack or cast a spell in the same round. Your turning attempt can't be interrupted like spells can.

You make a single die roll on a d20 when you make a turning attempt.

The area of effect is a 180-degree arc, to a range of 100 feet, as long as the undead creature can directly perceive the cleric's holy symbol, even if the creature isn't actually looking at the cleric. An intervening wall blocks the effect even for an incorporeal undead creature, because while it can probably *perceive* the holy symbol through the wall, it doesn't *directly* perceive it.

Only one turning attempt may be made in a single day against any group of undead creatures who are within the area of effect. Thus, if you fail to affect some of the undead, you cannot try again during that encounter. If some undead creatures were outside the area of effect, you can try to affect those ones with a second turning attempt.

Each type of undead creature in the area of effect might be affected, as shown on Table 1.6.5a, below.

- If the result is "—", you have no chance of turning this type creature.
- If the result is "T", the creature is turned automatically.
- If the result is "D*", you affect 1d6+6 of that type unless the type is fiend or paladin, in which case you affect 1d2 of them. If you are of good or neutral alignment, the creatures are automatically destroyed (good and neutral clerics can't turn paladins). If you are of evil alignment, the creatures may be controlled (unless it is a paladin, in which case the paladin is merely turned).

- If the result is "D", you affect 2d6 of that type unless the type is fiend or paladin, in which case you affect 1d2 of them. If you are of good or neutral alignment, the creatures are automatically destroyed. If you are of evil alignment, the creatures may be controlled (unless it is a paladin, in which case the paladin is merely turned). If they are not controlled, they do not necessarily move away, but they do not attack you or your allies.
- If the result is a NUMBER, and your die roll was equal to or higher than the number, you turn 2d6 of them unless the type is fiend or paladin, in which case you affect 1d2 of them. If you are good or neutral alignment, the creatures move away from you for 3d4 rounds. If you are evil, the creatures may be controlled unless the type is paladin. If they are not controlled, they do not necessarily move away, but they do not attack you or your allies.

While it's turned, the creature must move as far away from the cleric as it can, as quickly as it can. It can attack a creature that's blocking its exit, but otherwise, it can't fight. Incorporeal undead will usually flee through the nearest wall. If anyone attacks "turned" undead, the turning is canceled and the undead return to normal.

Chance to Control: An evil cleric who affects undead with a turning attempt may roll d100 to check the result. If the result is 01-60, the undead creatures are not controlled by the cleric, but as noted they do not attack. This is a more or less permanent effect, representing a change in their reaction. If 61-00, the creatures fall under the cleric's control. The cleric cannot control an infinite number of undead creatures; although the undead creatures don't count against the cleric's followers, the cleric can't control more undead creatures than their maximum number of followers (see Table 1.1.7a: Charisma).

Greater Fiends: If an evil extraplanar creature (fiend) has more than 10 hit dice, or more than 65% magic resistance, it is immune from being turned.

TABLE 1.6.5A: TURNING THE UNDEAD

		CLERIC LEVEL										
TYPE OF UNDEAD	**EXAMPLE**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9-13**	**14-18**	**19+**
Type 1	Skeleton	10	7	4	T	T	D	D	D*	D*	D*	D*
Type 2	Zombie	13	10	7	T	T	D	D	D	D*	D*	D*
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D*	D*
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D*
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	—	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	—	—	20	16	13	10	7	4	T	T	D
Type 8	Mummy	—	—	—	19	16	13	10	7	4	T	D
Type 9	Spectre	—	—	—	20	19	16	13	10	7	T	T
Type 10	Vampire	—	—	—	—	20	19	16	13	10	7	4
Type 11	Ghost	—	—	—	—	—	20	19	16	13	10	7
Type 12	Lich	—	—	—	—	—	—	20	19	16	13	10
Type 13	Fiend	—	—	—	—	—	—	—	20	19	16	13

For the purposes of evil clerics turning paladins, paladins are treated as Type 8 if they are level 1–2, Type 9 if level 3–4, Type 10 if level 5–6, Type 11 if level 7–8, Type 12 if level 9–10 and Type 13 if level 11 or higher. However, paladins cannot be destroyed by turning.

Once a creature is turned, it can't be turned again until it recovers.

Experience: You do not receive XP for undead that are destroyed by turning (such a relatively weak creature presents no challenge). If a turning attempt is used in such a way that the monsters are completely bypassed, the GM may rule that this means they were "defeated", and award XP, half XP, or some other benefit.

1.6.6. DAMAGE AND DEATH

When a character or creature is hit, the amount of damage is deducted from its hit points.

When hit points reach 0, the character is unconscious and will continue to lose one hit point per round from blood loss until death occurs at -10 hp.

Note that any additional damage suffered by an unconscious creature (other than the bleeding mentioned above) will kill the creature instantly.

The blood loss of 1 hit point per round may be stopped immediately in the same round that aid of some kind is administered to the wounded character. Being knocked unconscious is quite serious; even after returning to 1 or more hp (by means of a healing spell, potion, or natural rest) the character will remain in a coma for 1–6 turns and must rest for a minimum of one week before he or she will be capable of resuming any sort of strenuous activity, mental or physical. If a character is reduced to -6 hit points or below, the scars of the wound will likely be borne for the rest of the character's life.

Characters who are slain may be raised from the dead if a cleric of sufficient level is available to perform the casting (exception: elves and half-orcs have spirits rather than souls, and are unaffected by the spells *raise dead* or *resurrection*). If no such character is available in the party, as will be the case for most low-level parties, the group may choose to approach a NPC High Priest for assistance in raising a dead character. The NPC will always charge a fee for such a casting, typically at least 1,000 gp.

1.6.6.1. NATURAL HEALING

A character will recover 1 hit point per day of uninterrupted rest. However, if the character has a constitution penalty to hp, before rest will begin to affect the character's hp the character must rest for a number of days equal to the constitution penalty. A character with high constitution gains a commensurate benefit after resting for one week; the number of hp regained during the second week will be increased by the amount of the character's hp bonus at the start of the week. Four weeks of rest will return any character to full hp regardless of how many hp the character has lost.

1.6.6.2. SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill. Such subdual damage is recovered at a rate of 1 hp per hour. A creature who falls to (or below) 0 hit points solely as a result of the presence of subdual damage is not killed and is not considered to be bleeding out. However, if the total "real" damage that has been inflicted is equal to or greater than the creature's hit points, it is treated as normal; the blow(s) were accidentally strong enough to potentially cause death and bleeding out.

Attacks in unarmed combat (Section 1.6.12) cannot be designated as an attack to subdue. Some unarmed combat damage is "Temporary Damage" (see Section 1.6.6.3 below) which is similar to subdual damage, but more quickly restored.

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks. Some creatures may voluntarily agree to accept defeat from subdual damage (this is common in knightly tourneys) but in this case, subdual must normally be agreed with the foe in advance.

1.6.6.3 TEMPORARY DAMAGE

Temporary damage is healed at a very fast rate: 1 hit point per round. Temporary damage is usually inflicted only in unarmed combat (Section 1.6.12). If temporary damage brings a creature to 0 hit points or below, the creature is unconscious (see Section 1.6.10.15) until it recovers hit points.

1.6.6.4. DAMAGE TYPES

Some spells and monsters may create an immunity or a resistance to certain types of damage (for example, the effect of blunt weapons on ooze-type monsters). For ease of reference in these cases, OSRIC 3 includes a description of damage types which appeared implicitly (but consistently) in the original rules.

NORMAL DAMAGE TYPES

Blunt: Weapons like staffs and clubs that aren't bladed or pointed.

Piercing: Weapons that cause damage by stabbing.

Slashing: Weapons that cause damage by cutting.

Temporary: Damage usually from unarmed combat, representing a progression toward unconsciousness. Non-living monsters are immune to temporary damage.

OTHER DAMAGE TYPES

Note that these damage types usually bypass an immunity to harm from non-magical weapons, because that immunity is usually only to "blunt, piercing, and slashing damage caused by non-magical weapons and unarmed attacks." Fire damage from a torch will usually harm a creature that is "immune to non-magical weapons."

Cold: Damage from cold, such as a *cone of cold*.

Corrosive: Damage from acid or some other corrosive force.

Electrical: Damage from lightning bolts and other electricity.

Fire: This category usually includes heat damage, even if it is not caused by a flame.

Magical: This is damage caused by a spell such as *spiritual weapon*, that bypasses immunities to damage types.

Poison: Some types of poison inflict damage rather than causing immediate death.

1.6.7. LIFE ENERGY LEVELS AND LEVEL DRAIN

Certain monsters, magic items and spells have the power to drain “life energy levels”, perform a “level drain”, or an “energy drain” (these phrases are used interchangeably in the OSRIC rules).

- If a player character is drained of a life energy level, they lose one complete level of experience and are placed at the beginning point of the new level.
- If the character is multi-classed or dual-classed, then the highest level of experience attained by that character is lost.
- If the character has two equal levels, then the level lost should be determined randomly.

A player character drained below level 1 is slain (and may rise as some kind of undead creature). Non-player characters lose a level or hit die, as applicable.

1.6.8. MORALE

The general calculation for monster morale is 50% plus 5% per hit die. Roll equal to or less than, and the monster succeeds at the morale check.

Certain monsters, such as trolls, most undead creatures, and non-intelligent creatures are fearless and never need to check morale. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee.

- *When to Check Morale.* The GM determines when morale checks should be made. Generally, morale should be checked when it becomes clear that the monsters are losing the fight, or taking unacceptable losses. No more than two morale checks should be made per battle, however; if the monsters pass a second morale check, they are assumed to be fanatical and will fight to the death.
- *How to Check Morale.* The base morale for most monsters is 50%, plus 5% per hit die of the monster. **Example:** a monster with 8+1 hit dice gets 8 x 5% = 40% plus the base of 50%, for a total morale of 90%. Roll d100, and if the result is higher than the base morale, the morale check fails and the creatures being checked will retreat or even possibly surrender. The GM should adjust the die roll with modifiers shown in Table 1.6.8a: *Morale Check Modifiers*, and if the monster is a humanoid type with a leader, then modifiers from Section 2.2.4. *Loyalty of Hirelings and Henchmen* in the Gamemaster Guide are also applied to the morale check (note: checking Section 2.2.4 is usually only worth doing in a major battle where there is a significant leader behind a horde of monsters).
- *Who to Check.* Player characters do not need to check morale. However, hirelings, henchmen, and men-at-arms should be checked normally. In this case the NPC’s morale is affected by circumstances (Table 1.6.8a: *Morale Check Modifiers*), by a leader’s charisma score (Table 1.1.7a: *Charisma*) and by quality of leadership (modifiers from Section 1.7.4. *Loyalty of Hirelings and Henchmen* are applied to the morale check).
- *Effects of Morale Check Failure.* Creatures that fail their morale check by a margin of 25% or less will generally seek to retreat. A failure by 51% or higher indicates that the creature surrenders. However, the GM should take into account the creature’s intelligence and what it knows. A cornered creature that cannot flee, for example, or a monster that knows that its opponents move faster than it does, will surrender rather than make a futile attempt at flight.

Important Note: Any creature that has seen evidence that it would be executed if it surrenders, will never surrender, regardless of other considerations. Such a creature will fight to the death if it cannot flee.

TABLE 1.6.8A: MORALE CHECK MODIFIERS (ALL CUMULATIVE)

SITUATION	MODIFIER
Per friend killed, surrendered or fled	+5%
Own side experienced 25% casualties	+5%
Numerical inferiority	+10%
Own side taken 50% casualties	+15%
Own side greatly outnumbered (2:1 or more)	+20%
Own leader defeated or downed	+25%
Per foe killed, surrendered or fled	-5%
Own side inflicted 25% casualties	-5%
Numerical superiority	-10%
Own side has inflicted 50% casualties on the other side	-15%

1.6.9. POISON, DISEASE AND INSANITY

1.6.9.1. POISON

Poisons commonly encountered in OSRIC-compatible games include animal venoms (such as snake and spider bites), vegetable toxins (often used to coat poison needles or similar devices on traps), and essentially magical poisons such as clouds of poisonous gas. Generally, when a creature or character ingests or inhales the poison, or it otherwise enters their bloodstream, they must roll a saving throw against poison (sometimes with a modifier—up to +2 for a relatively weak toxin such as that of a Large Spider, down to -4 for a particularly lethal one). If the saving throw is failed, the character dies.

In practice death from such cases is not instantaneous, although the character is typically incapacitated immediately. There is time for *slow poison* or *neutralise poison* to be cast on the character, if this is done reasonably soon (this is determined by the Cleric's level: see *slow poison* as an example).

If the character dies as a result of poison, the poison must somehow be flushed from his or her bloodstream before any kind of *raise dead* or *resurrection* can succeed.

The general rule is that characters cannot employ poisons as easily as monsters. Venom taken from a creature's poison glands will, for game purposes, typically begin to lose effectiveness immediately and have become completely denatured within a few hours. Some characters—often assassins—may learn how to create vegetable-based toxins that can last longer if kept in the correct way, but lethal toxins will still need to be handled with great care. The GM should determine whether any given activity involving the poison runs a risk of the handler receiving a tiny cut, scratch or nick (requiring an immediate poison save). Certain good aligned character classes, such as paladins, may not use poison and will object to their companions using it.

Finally, some creatures—particularly powerful ones such as dragons—are so large, and their body chemistries are so different, that poisons will not normally work against them.

The principle is that poisons in the hands of player characters change the balance of the game in undesirable ways, so players should be discouraged from using them.

Not all poison is lethal. Many poisons inflict poison damage instead of death. These poisons usually allow a saving throw for half damage.

1.6.9.2. DISEASE

Diseases in OSRIC-compatible games often come from monsters, such as mummies or giant rats, in which case the chance of disease and its effects are described in the relevant creature text. There are a few other instances where disease may be contracted that are explained here.

First, plagues (such as the medieval bubonic plague or Black Death) may occasionally spread across the countryside. A character who comes into contact with plague will need to save against poison to avoid succumbing him- or herself. If the character saves, any future saving throws against the same disease will be made at +4. If he or she fails, then after an incubation period of 2d8 days, he or she will suffer a penalty of -1d6 on all characteristics and against all die rolls for the course of the disease, which lasts a further 2d8 days. If either of the dice show an "8" then the character dies at the end of this period, otherwise he or she recovers at the rate of 1 point less each day until cured. Further saving throws against the same disease will be made at +4.

Second, certain wounds can become infected. This applies where the GM feels it appropriate, but generally where a character with an open wound engages in high-risk activity such as exploring a sewer, a saving throw versus poison should be required, or else the character will become infected. The effects of infection in game terms are the same as plague, except that the onset time is measured in hours rather than days.

1.6.9.3. INSANITY

Insanity is possible as a result of certain spells or monster attacks. A character who becomes insane will receive an insanity from the table below. The kind of insanity may be decided by the GM based on the cause, or rolled randomly.

D6	INSANITY
1	Ability Decline
2	Amnesia
3	Divergent Personality
4	Disinterest
5	Pathological Liar
6	Phobia

Ability Decline: You lose 1d6 points each of intelligence, wisdom, and charisma until cured.

Amnesia: Any time you try to cast a spell, there is a 50% chance you can't recall it in this round. Each morning, check your weapon proficiencies, because there is a 50% chance you can't remember the proficiency for that particular day.

Divergent Personality: Your character develops a second personality, which might have a different alignment or even character class. Each morning, or at moments of stress, you have a 25% chance to switch from one personality to the other.

Disinterest: At the beginning of any combat you have a 25% chance not to take any actions until you are actually attacked.

Pathological Liar: You tell lies whenever possible until cured, without caring if the lies are absolutely outrageous.

Phobia: You suffer from a strong and completely irrational fear of some substance, creature, or situation. Use your best efforts as a character to avoid the thing you fear. Some possibilities include: (1) the outdoors, (2) underground places, (3) rats or spiders, (4) silver, (5) combat, (6) clothing, (7) crowds, (8) anyone bigger than you, (9) bladed weapons, (10) books and scrolls. If you are forced into contact with the feared thing, you have a 25% chance to become *confused*, per the level 7 druidic spell *confusion*.

1.6.10. CONDITIONS

Adventurers and monsters can end up in several different "conditions" that affect their ability to function. The original AD&D game wasn't designed around conditions as an organisational principle, but putting the implicit conditions in one place serves as a useful reference tool.

1.6.10.1. BLINDED

Blinded creatures, if they rely on sight, have a -4 to hit, -4 on saving throws, and their AC is worsened by 4.

1.6.10.2. CONFUSED

Confusion normally arises from the *confusion* spell and similar spell-like effects. It means the creature is acting randomly according to a table of results. If not otherwise specified, general confusion may reference the Level 7 Druidic spell, *confusion*.

1.6.10.3. DEAD

The character can only be revived with a *raise dead, resurrection*, or *reincarnation* (and some ancestries cannot be *raised* or *resurrected*). There is one exception: fatal poisons can be reversed with certain spells and possibly antitoxins, so death from poison may be reversible if the spell or antidote is used quickly enough. The time window is determined by the level of the cleric casting the spell, or the power of the antidote, which is why "death" is considered immediate but is still "reversible". See, for example, the description of the spell *slow poison*.

1.6.10.4. DEAFENED

The character cannot hear. This doesn't affect most actions in terms of the rules, but the GM will need to handle the fact that the character can't hear what other characters are saying. The slight effect of deafness is not large enough to affect surprise, initiative, fighting, or spell casting.

1.6.10.5. ENGAGED IN MELEE COMBAT ("IN MELEE RANGE")

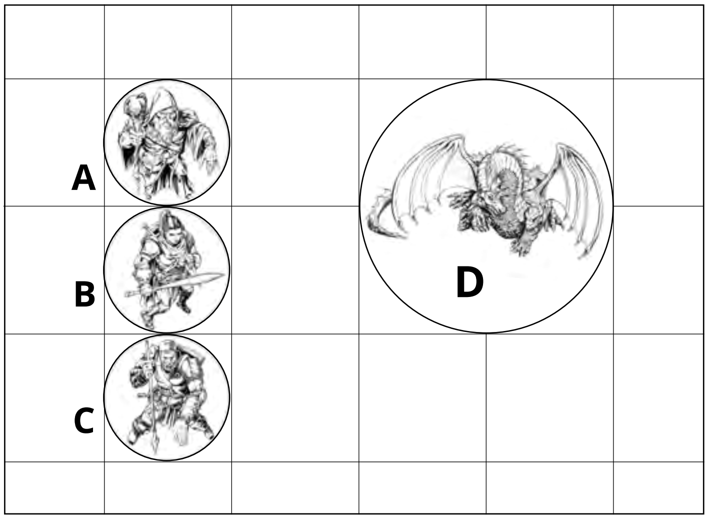
If two combatants are within 10ft of each other, they are in melee range, whether or not they are actually targeting each other, and whether or not it's possible for either of them to attack the other. In terms of 5ft squares, this means your melee range is the squares adjacent to yours *and the squares around those adjacent squares*.

It's important to understand that if you are using 5ft squares to show where everyone is located, even someone using a sword or dagger can attack across an empty 5ft square. *The "range" of a melee attack, even if it's the blow of a hand, is a full 10ft*. This is because there's a certain amount of chaotic movement in and out of squares as combatants shift around.

That said, you can't attack "past" an ally unless you have a reach weapon. You also can't attack "past" an enemy to another enemy at all, even with a reach weapon.

- Moving outside of this 10ft range from an enemy triggers a potential attack by that enemy if it is otherwise able to attack you. They might not be able to attack you because you are blocked by an ally, they might not be able to attack because they don't have a melee weapon in hand, and they might be prevented from attacking by a condition (such as being stunned). But the reason isn't the *length of the weapon*. All melee weapons potentially have a range of 10ft.
- Moving into melee range of an enemy causes your movement to end because you are considered to have closed into combat.
- Spells may be cast while engaged in melee combat, but may be disrupted. See Section 6.2 (and particularly 6.2.5) for more details on melee combat.

Missile weapons fired at a target who is engaged in melee combat can't be targeted and might hit allies. See 1.6.2.6. *Missile Attacks*.



A is not armed with a reach weapon. A can attack D (10ft range for all melee weapons whether they can "reach" or not). A can attack B if B is an enemy. If B is an ally, A could attack C with a reach weapon (but doesn't have one).

B can attack any of the other figures in the diagram.

C is armed with a reach weapon. So if B is an ally, C can attack "through" the ally to hit A. If B is NOT an ally, then C cannot attack A because A is in the "second rank." C can also attack D because all melee weapons have a 10ft range unless "blocked."

D can attack any of the other figures in the diagram.

1.6.10.6. ETHEREAL

An ethereal creature is invisible, can pass through solid objects, and is immune to all attacks and spell effects, unless the attacker has a method to become ethereal or the spell/effect specifically affects creatures in the ethereal plane. The same works in reverse: the ethereal creature cannot attack or cast spells into the material plane, although objects and creatures in the material plane are visible to the ethereal creature.

1.6.10.7. GRAPPLING

Grappling is a “condition” reflecting that the character is not only engaged in Melee Combat but is subject to additional restrictions because the opponents are in physical close contact. This usually arises in unarmed combat, after one of the combatants gets past a fending-off attempt and is therefore inside the other combatant’s guard. A grappling character (1) cannot try to fend off unarmed attacks, (2) cannot cast spells, and (3) can only attack with a weapon of dagger-length or smaller (including natural weapons like claws). Ordinary restrictions for Melee Combat still apply (for example, the character is in Melee Combat for purposes of allies firing into Melee Combat). Creatures with natural weapons (such as claws and a bite) can attack normally while in the “grappling” condition; most monsters don’t actually grapple, they just continue biting and clawing.

1.6.10.8. INVISIBLE

An invisible opponent can only be attacked if their general location is known. The attack is at -4 to hit. If an opponent is invisible to the attacker, it cannot be attacked from behind (or from the flank). Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; there is a table in the GM Guide with this information. The monster cannot “see” the invisible creature and still attacks at -4, but since the general location is known, the creature can attack. Invisible creatures have a bonus of +4 on all saving throws.

1.6.10.9. OVERBORNE

This condition can happen when a defender is knocked prone or staggered by an overbearing attack, and cannot easily recover balance because of an ongoing attack. The victim is usually “staggered and overborne” or “prone and overborne,” and multiple conditions such as “grappled, staggered, and overborne” are possible. Being overborne does not create any penalties of its own; what it does is restrict the ability to get out of a staggered or prone condition. An overborne person cannot rise to their feet or recover from being staggered unless:

- The overborne combatant is larger than the attacker and that attacker is the only enemy in melee combat range. In this case, “overbearing” lasts only for the round in which the condition is inflicted.
- The opponents are grappling and the overborne combatant gets a result allowing them to rise.
- The overbearing combatant dies, is reduced to unconsciousness, is overborne by another, or leaves melee combat range.

1.6.10.10. PARALYZED (HELD)

This condition most commonly arises from a *hold person* or *hold monster* spell, although other situations can cause complete paralysis.

Held creatures are physically helpless. If you’re holding a hand weapon and are *not in melee range of another enemy*, then you can use your hand weapon to automatically hit and kill the held creature, provided your hand weapon can affect it.

When you want to make a normal attack against a held creature but another enemy is in melee range of you: if you attack the held creature with a weapon attack, unarmed attack, or touch spell, then you always hit it as long as your attack can affect that creature, unless you choose to miss for some reason. When you hit it with a weapon attack or unarmed attack, you can choose to inflict the maximum possible damage instead of rolling damage. If every creature you’re attacking is *held,* magically sleeping, or unconscious then your number of attacks in that round is doubled.

1.6.10.11. PRONE

A prone character or monster cannot attack, and may be attacked with a +4 bonus to hit. If they are not also overborne, they can rise to their feet as an action when it is their turn to act.

1.6.10.12. SLEEPING (MAGICAL SLEEP)

A magically-sleeping character (or monster) cannot move or take any actions. Magically sleeping creatures are physically helpless. If you’re holding a hand weapon and are *not in melee range of another enemy*, then you can use your hand weapon to automatically hit and kill the magically sleeping creature, provided your hand weapon can affect it.

When you want to make a normal attack against a magically-sleeping creature but another enemy is in melee range of you: if you attack the magically-sleeping creature with a weapon attack, unarmed attack, or touch spell, then you always hit it as long as your attack can affect that creature, unless you choose to miss for some reason. When you hit it with a weapon attack or unarmed attack, you can choose to inflict the maximum possible damage instead of rolling damage. If every creature you’re attacking is magically sleeping, unconscious, or *held*, then your number of attacks in that round is doubled.

1.6.10.13. SLEEPING (NORMAL SLEEP)

A person who is asleep normally, as opposed to magical sleep, cannot be killed automatically.

You must roll to hit with a +4 bonus (prone opponent, even if they’re not technically prone), and the target gets no dexterity or shield benefits. However, an attacker may then make a die roll (as if they were an assassin) to kill the person.

Your chance to succeed is 50%, plus 5% for each level you have (or hit dice, if this is a monster), minus 5% for every two levels (or every two hit dice) of your target. Round down; if your target has both hit dice and levels, then the GM decides which one to use. If your "assassination" attempt succeeds, you kill your target, regardless of its hit points. If the attempt fails, your target still takes damage as you had hit it with a weapon attack.

1.6.10.14. STAGGERED

The character (or monster) is off balance or knocked to their knees by some force. This is usually a result of unarmed combat, but can also be the result of magic, an earthquake, or similar forces. Melee and missile attacks against a person in the staggered condition are made at +2.

1.6.10.15. STUNNED

Stunning usually refers to being mentally stunned, as per a *power word stun* spell, but some physical impacts, sights, or loud noises can cause mental stunning. A creature who is stunned cannot move or take any actions. They cannot use shields, gain no Dex bonuses, and may be attacked at +4. However, they are not entirely helpless, so they must be attacked normally. **Example:** *power word stun*.

1.6.10.16. UNCONSCIOUS

A creature might be knocked unconscious by a spell, but usually this condition arises when a character or creature is reduced to 0 hit points or fewer from loss of hit points in combat. A creature that is unconscious for any reason cannot take any actions, and can be attacked and killed automatically as if magically sleeping (see above).

1.6.11. SPACING

The reason for these rules is to answer questions that arise in a combat. Can I reach the monster to attack? How many of the monsters can attack me? In non-combat situations, although it's a good idea to track where the characters are on a map (in case of a trap or an ambush), these rules don't *need* to apply. In all cases, the GM is the referee for making final decisions.

1.6.11.1. BASIC SPACING RULES

Use the Basic Spacing Rules unless a group of size small and medium adventurers wants to form up more closely into a battle line. The Basic Spacing Rules work in almost all other situations.

- Each character fits in a 5ft square, assuming they are size Small or Medium.
- "Space required" for weapons, which is the side-to-side space, is ignored (most weapons can be used in a 5ft area).
- Any weapon can attack into an adjacent 5ft square.
- A "reach" weapon such as a spear can attack "through" the rank in front of them or across a 5ft square. Even with a reach weapon, you cannot attack across a 5ft square if it is occupied by an enemy, but you can attack through a 5ft square with a reach weapon if the square is occupied by an ally. This is how fighting in two ranks operates; the first rank can be attacked by both enemy ranks if there are reach weapons in the second rank, and the second rank is completely protected from attack (other than spells and random missile fire).

Tiny Creatures

Tiny creatures are not generally subject to spacing and formation rules, because they can move into and out of enemy-occupied squares and vice versa. There is a limitation on their attacks, however. No more than 8 tiny creatures can attack a single small opponent, no more than 10 can attack a single Medium opponent, and no more than 12 may attack a single Large opponent in any given round.

On a VTT you could use a token half a square in size to represent a tiny creature.

Small and Medium Creatures

Small and medium creatures fit into a 5ft square, but can form into a battle line as described in Section 6.11.2. They are usually represented on a VTT using a token that fills a 5ft square. If you are using battle lines a lot (for example, if a dungeon has corridors 10ft wide), you might want to re-size the tokens to 3ft, or subdivide a 10ft grid square into 3x3 squares.

Large Creatures

Large creatures require a 10x10ft space to fight, so they are usually represented with a token that fills 4 five-foot squares. They can move through an area only 5ft wide, but can't fight in that small a space without some kind of penalty.

Huge Creatures

Huge creatures require 15x15 feet of space to fight, and are usually represented with a token that fills 9 five-foot squares. The GM will have to determine any movement restrictions, because a huge snake can obviously get through a relatively narrow space, whereas a huge spherical monster could not.

Gigantic Creatures

Gigantic creatures require 20x20 feet of space, and are usually represented with a token that fills 16 five-foot squares. The GM will have to determine any movement restrictions for gigantic creatures squeezing through narrower spaces since this size category doesn't have an upper limit. Most gigantic creatures will only be encountered outdoors, in any case.

1.6.11.2. ADVANCED SPACING: FORMING A BATTLE LINE

Advanced spacing takes into account the fact that a small or medium creature only actually *requires* 3x3ft of space to fight, move, and cast spells; they don't need the whole 5ft square used to track normal exploration. In a space that is at least 6ft or at least 9ft wide, you may want to take advantage of a closer formation.

It's rare to find a 6ft wide space in a dungeon, but it is a good idea to plan a battle line for areas that are at least 9ft wide. In some dungeons, where the corridors are 10ft wide rather than 5ft wide, you can move in battle formation through the whole dungeon. Most battle lines are pre-planned for 10ft, since maps tend to follow a 5ft grid.

This rule only applies to small and medium creatures (including monsters). Tiny monsters use a different rule, and larger monsters fit into the rules for using 5ft squares.

A battle line can move normally as well as fight. This is the smartest way to move through a dungeon *if the corridors are wide enough*.

Restrictions on forming a battle line:

Each small or medium creature requires a minimum of 3ft of side-to-side space to operate. Thus, you can't crowd 2 creatures into a 5ft width (if they are going to be able to move and function). A five-foot wide corridor requires single file movement.

Certain weapons require more side-to-side space than 3ft. The required weapon space is a limitation on a battle line. Three characters using spears (required weapon space 3ft) can fit in a 10ft wide battle line. Three characters using battle axes (required weapon space 4ft) cannot fit into a 10ft wide battle line because 12ft would be required. See "Space Required" on Table 1.4.2.3c: Melee Weapons Table 2.

1.6.11.3 MORE DETAIL

Example: Orcs are in melee combat with the characters, and the first line of characters all have spears. The orcs are formed up in two ranks, a front rank directly in contact with the characters, and a second rank with spears. The back rank of orcs decides to flee, but the front rank remains in combat. Since the back rank of orcs are within 10ft of the characters, who are armed with spears, their retreat would normally allow the characters a fleeing attack. However, since the front rank of orcs remains in place, they effectively block all attacks on the second rank. The second rank of orcs can flee without incurring a fleeing attack because the front rank are intervening creatures.

1.6.12. UNARMED COMBAT

There are three types of unarmed combat: Brawling, Grappling, and Overbearing.

QUICK REFERENCE REMINDER

Brawling is a normal attack roll for low damage (1d2). Grappling and Overbearing follow the outline below:

- Attacker states whether the attempt is to grapple or to overbear.
- Defender and nearby allies most likely have a chance to fend off the attack.
- If the attack is not fended off, attacker makes an Unarmed To-Hit Roll (see Table 1.6.12a: *Unarmed To-Hit Roll*).
- If the attack is a hit, the result is determined either on the Overbearing Table (Table 1.6.12b: *Overbearing Attack Results*) or the Grappling Table (Table 1.6.12c: *Grappling Attack Results*) depending on what type of attack was made.
- If the attack was to Overbear, there may be an opportunity to follow it up immediately with a grappling damage roll, a brawling attack, or a regular melee attack. Otherwise, the attacker ends their action.

Brawling Attacks

Brawling attacks are normal combat, conducted with fist, foot, or dagger pommel. They normally inflict 1d2 points of damage. All characters are automatically presumed to be proficient with such weapons, i.e. a proficiency slot is not required to make such an attack without penalty. This type of unarmed combat doesn't break the pattern or the pacing of a normal combat, and is used for less-lethal situations, or when someone just doesn't have a weapon available.

Grappling and Overbearing Attacks

Two other unarmed attack forms are possible: Grappling attacks and Overbearing attacks. These are used in two common situations. The first is when your objective isn't to kill the opponent, just to silence, capture, or incapacitate them. Since it's far less lethal than traditional combat, it's usually the best alternative for capturing an enemy alive, for avoiding a murder rap, for knocking out a guard quickly and quietly, and for subduing an ally who has been charmed.

The other situation where overbearing and grappling may become important is when it's used in conjunction with traditional weapon attacks by a force that has superior numbers but weaker combatants. A horde of orcs is more likely to (eventually) take down a small force of high-level characters by overbearing (and possibly grappling) than they are by standing toe-to-toe in normal combat.

A grappling attack can only be made if you have both hands free. An overbearing attack does not need any free hands, and can be made with weapon and shield in hand.

Many-Legged Creatures

You can't grapple or overbear a many-legged creature (including horses), and they can't grapple you. They can initiate overbearing attacks, however.

Non-Living Combatants

Undead creatures and most non-living creatures (such as constructs) are immune to temporary damage, which is most of the damage inflicted in unarmed combat. Some of these can overbear, and some can even grapple. Be aware that grappling with a skeleton is actually very much in the skeleton's favour since it is immune to most of the damage you can cause! We have left open the question of whether extra-planar creatures are subject to temporary damage. This author (Matt) believes that most extra-planar creatures (djinn, for example) have internal systems similar enough to those of material-plane creatures that they should be subject to temporary damage.

FIRST STEP: FENDING OFF THE ATTACK

Whether the attack is an attempt to overbear or to grapple, the defender (and others in a formation) can make an attempt to "fend off" the attack if they have a weapon in hand. Fending off is a free "to-hit" roll, which stops the unarmed attacker entirely if it hits. A fending off roll *does not inflict damage*; it only blocks the unarmed attack.

Fending off is a concept that is only used against an unarmed opponent making an unarmed attack. It is a response to the attacker, so it does not reduce the defender's actions in any way. With some exceptions, every unarmed attack may be "fended off," regardless of how many attackers are attempting an unarmed attack. If an armed defender is facing five opponents who are all attempting an unarmed attack, the defender *might* get as many as five fending off attempts if they keep succeeding at fending-off, or if the attacks are abysmal failures with no effect. However, if a fending-off attempt fails, the result of the unarmed attack is determined before returning to the next fending-off attempt against the next attacker. It's possible for an unarmed attack to miss, or be so unsuccessful that the defender can return to fending-off (look at the damage tables), but it's possible that the defender will either be grappled or prone after an unarmed attack gets through the guard, and won't be able to fend off the remaining attacks. This is why nearby armed allies can be important (see below), because they can continue to fend off additional opponents.

The defender isn't the only person who can fend off an unarmed attack. Any armed ally who is adjacent to the defender may also fend off, with the same set of exceptions as for the defender. Any armed ally with a long weapon (such as a spear) may fend off from the second rank. Thus, an unarmed attack into a formation of armed defenders is unlikely to succeed. One of those defenders will make a successful fending-off attempt. It's possible, but this would be a desperation move to break up a formation.

Exceptions: If the defender (or nearby ally) is unaware of the attack (surprised, invisible attacker, etc.) or cannot bring a weapon to bear (attacked from the rear or shield-side flank), they cannot fend off. As a general rule, if the defender could attack the opponent making the unarmed attack, they can fend off the attack.

SECOND STEP: UNARMED TO-HIT ROLL

If fending off fails, the attacker rolls on the Unarmed Attack Roll Table to see if they get an unarmed combat hit. The same table is used for grappling and overbearing. Both the attacker and the defender apply modifiers to the result.

If the result is a miss, the attacker is back to square one in the next round; they can still be fended off.

USING THE TABLE

Most monsters don't wear armour and have a target number of 2. Even if a lion has an AC of 5 [15], it attacks and defends as an unarmoured creature with a target to-hit number of 2. Orcs, on the other hand, wear armour, so they use this table. The armour class for an orc is 6 [14], so an orc has a target to-hit number of 10.

As with saving throws, a roll of a 1 is an automatic failure regardless of modifiers.

For characters, the "Armour Class" refers to the TYPE of armour (and shield) you are wearing if it were non-magical. Do not include dexterity bonuses or magic items. For monsters that wear armour, just use the stated AC for that monster.

TABLE 1.6.12A: UNARMED TO-HIT ROLL

ATTACKER'S ARMOUR	TARGET NUMBER TO HIT
Attacker is unarmoured (this includes most monsters that aren't human-like, even if they have a better AC than 10 [10])	2
AC 9 [11]	4
AC 8 [12]	6
AC 7 [13]	8
AC 6 [14]	10
AC 5 [15]	12
AC 4 [16]	14
AC 3 [17]	16
AC 2 [18]	18
AC 1 [19]	20
AC 0 [20] or better	22

Optionally, the GM may choose to reduce the Target Number to Hit by two points per "plus" of magical armour, but in no case may the target number be reduced below 2.

Modifiers to the Unarmed Attack Die Roll

Both the attacker and the defender have a modifier to the unarmed attack to-hit roll. For monsters, the number is precalculated in the Game Master Guide, but it is derived from these tables.

ATTACKER MODIFIERS

Dexterity Modifiers

- Attacker's Dexterity 15-18: +1
- Attacker's Dexterity 19:+ +2

Attacker's Movement Rate (if free to move, including encumbrance if encumbered):

Less than 30	+0
30	+2
60	+4
90	+6
120	+8
150+	+10

DEFENDER MODIFIERS:

Armour Modifiers

Defender is unarmoured (this includes most monsters that aren't human-like, even if they have a better AC than 10 [10])	+0
Defender AC 9 [11]	+0
Defender AC 8 [12]	+2
Defender AC 7 [13]	+2
Defender AC 6 [14]	+2
Defender AC 5 [15]	+4
Defender AC 4 [16]	+4
Defender AC 3 [17]	+5
Defender AC 2 [18]	+5
Defender AC 1 [19]	+5
Defender AC 0 [20] or better	+7

Defender Movement Rate (including encumbrance if encumbered):

Less than 30	+0
30	-2
60	-4
90	-6
120	-8
150+	-10

Other Modifiers

Any attack modifier stemming from a condition (prone, held, invisible, etc.) is applied to unarmed attack rolls, just like they are applied to ordinary attack rolls.

THIRD STEP: CALCULATE RESULTS

If the result is a hit, the result depends on whether the attack was an attempt to grapple or to overbear. Roll on the appropriate results table depending on the type of attack.

GRAPPLING AND OVERBEARING RESULTS

Overbearing Results

If you rolled a hit on the unarmed attack roll for an overbearing attack, the next step is to roll on Table 1.6.12b: *Overbearing Attack Results* for the result.

Many overbearing attack successes knock the opponent prone and allow for an immediate follow-up move, which can be a melee or pummelling attack, or can be an immediate roll on the grappling results table (another unarmed attack roll is not necessary; go directly to Table 1.6.12c: *Grappling Attack Results*). It can also lead to a defender being "overborne."

TABLE 1.6.12B: OVERBEARING ATTACK RESULTS

RESULT (D6)	EFFECT*
1 or lower	**Total Failure:** Attacker falls to ground and is prone, but the target is still standing. This effect is not followed up with a second move. Both attacker and defender are in melee combat, but neither is considered to be grappling.
2	**Partial Failure:** Attacker falls to ground clutching target's feet, and is prone. The attacker can choose to automatically maintain this grip, in which case the defender loses any dexterity bonuses and movement is reduced by 30. However, the attacker is considered to be grappling while doing so, and the defender is not. Therefore, in future rounds, the defender may attack as per normal melee combat (with bonuses against a prone opponent). This effect is not followed up with a second attack.
3-4	**Partial Success:** Target is "staggered" and "overborne", but not knocked prone. The attacker can follow up immediately in the same round with a second "move", which can be a melee or brawling attack, or can be an immediate roll on the grappling results table (no unarmed attack roll is necessary). Neither combatant is considered to be grappling at this point.
5-6	**Success:** Target is knocked prone and is considered "overborne", and the attacker can follow up immediately in the same round with a second "move", which can be a melee or brawling attack, or can be an immediate roll on the grappling results table (no unarmed attack roll is necessary). Neither combatant is considered to be grappling at this point. Damage is equal to die roll (1 real, the rest temporary).
7+	**Total Success:** Target is knocked prone (effective movement rate of 0), is overborne, and may take no action in the following round. The attacker can follow up immediately in the same round with a second "move", which can be a melee or brawling attack, or can be an immediate roll on the grappling results table (no unarmed attack roll is necessary, and the result is made with a +2 bonus). Neither combatant is considered to be grappling at this point. Damage is equal to die roll (2 real, the rest temporary)

*Damage modifiers due to strength are added to the damage on this table, but do not affect the die roll.

OVERBEARING RESULT MODIFIERS

Attacker Modifier:

- Strength 16-18 (or monster with 4-8 HD): +1
- Strength 18.01+ (or monster with 9+ HD): +2

Size Modifier: -4 Tiny, -2 Small, +0 Medium, +2 Large, +6 Huge, +10 Gargantuan

Four Legs Used For Motion: +2

Defender Modifier:

- Strength 16-18 (or monster with 4-8 HD): -1
- Strength 18.01+ (or monster with 9+ HD): -2

Size Modifier: +4 Tiny, +2 Small, +0 Medium, -2 Large, -6 Huge, -10 Gargantuan

Four Legs Used For Motion: (cannot be overborne)

Grappling

Grappling is a "condition" reflecting that the character is not only in Melee Combat but is subject to additional restrictions because the opponents are in physical close contact. This usually arises in unarmed combat, after one of the combatants gets past a fending-off attempt and is therefore inside the other combatant's guard. A grappling character (1) cannot try to fend off unarmed attacks, (2) cannot cast spells, and (3) can only attack with a weapon of dagger-length or smaller. Ordinary restrictions for Melee Combat still apply (for example, the character is in Melee Combat for purposes of allies firing into Melee Combat). Creatures with natural weapons (such as claws and a bite) can attack normally while in the "grappling" condition; most monsters don't actually grapple, they just continue biting and clawing.

Overborne

This condition can happen when a defender is knocked prone or staggered by an overbearing attack, and cannot easily recover balance because of an ongoing attack. The victim is usually "staggered and overborne" or "prone and overborne," and multiple conditions such as "Grappled, staggered, and overborne" are possible. Being overborne does not create any penalties of its own; what it does is restrict the ability to get out of a staggered or prone condition. An overborne person cannot rise to their feet or recover from being staggered unless:

- The overborne combatant is larger than the attacker and that attacker is the only enemy in melee combat range. In this case, "overbearing" lasts only for the round in which the condition is inflicted.
- The opponents are grappling and the overborne combatant gets a result allowing them to rise.
- The overbearing combatant dies, is reduced to unconsciousness, is overborne by another, or leaves melee combat range.

Staggered

The character (or monster) is off balance or knocked to their knees by some force. This is usually a result of unarmed combat, but can also be the result of magic, an earthquake, or similar forces. Melee and missile attacks against a person in the staggered condition are made at +2.

GRAPPLING RESULTS

If you rolled a hit on the unarmed attack roll for a grappling attack, the next step is to roll on Table 1.6.12c: *Grappling Attack Results* for the result. Both the attacker and the defender have modifiers on this table.

- Your roll determines the "hold" you can establish on the defender, and has the effects shown.
- At any point in the combat, there is a "Controlling" hold (the highest current die roll). If the highest die rolls are tied, whichever combatant gained the hold first is the "Controller." Any die roll equal to or lower than the die roll of the Controlling hold is the "Inferior" hold.
- The defender does not have to make an unarmed attack in return, although this is the usual response. Once an attacker has made a successful Unarmed Attack Roll, even if the result is only awkward scuffling, the defender may only use a short weapon (dagger or smaller) for normal melee attacks. The exception is natural weaponry; if you're grappling with a giant lynx, it will be using its normal claw and bite attacks.
- Once a hold is established by an attacker, the defender can choose to make their own grappling attack when they can take an action. This can result in both combatants having a hold on the other. A superior hold doesn't automatically "break" the opponent's hold, although the better ones allow it. Both combatants will usually end up having a hold on the other until one of them goes unconscious.
- The "inferior hold" causes damage, but does not allow the combatant to escape a hold, or rise from a prone position, unless stated. Even if you have the inferior hold in a grapple, you can decide to keep it going automatically (to keep inflicting damage). You can also choose to try for a better hold (and risking a worse one) by making a new unarmed attack roll.
- In the second (and later) round of grappling, the combatants may choose to keep their holds (automatically inflicting the same damage and maintaining the same effect of the hold) or can choose to make a new grappling attack (necessitating a new Unarmed Attack Roll). This would usually be chosen only if the other combatant has a better hold on you and is likely to render you unconscious from the ongoing damage.
- Creatures with natural weapons (such as claws and a bite) can attack normally while in the "grappling" condition; most monsters don't actually grapple, they just continue biting and clawing.

As soon as either opponent gains a result of more than 1 on this table, both are considered to be "grappling."

Neither combatant is considered "helpless" until they are rendered unconscious by temporary damage.

A combatant can only maintain a hold on one opponent. If you are being attacked by multiple opponents, the ones "joining in" can get a "hit" easily (only failing on a natural 1) and can get a hold on you while you are already engaged in holding the first opponent. Piling on into a grapple is a quick way of bringing an opponent unconscious.

Most damage inflicted is "temporary." This is nonlethal damage that "heals" very quickly, at a rate of 1 hit point per round. Keeping track is important: the "healing" takes place at the start of each round.

TABLE 1.6.12C: GRAPPLING ATTACK RESULTS

1D8	RESULT	EFFECT OF ATTACK*
1 or lower	Awkward Scuffling	**Damage:** Defender takes 1 hit point of temporary damage and no real damage **Effect:** This result alone does not put either combatant into the "grappling" condition. If the other combatant has a better hold already, both combatants are already considered to be grappling.
2-4	**Arm Grab** (if this is the controlling hold) **Or** **Elbow Bash** (if it's the inferior hold)	**Damage:** Defender takes damage equal to the die roll (2, 3, or 4), 1 of which is real damage, and the rest of which is temporary damage. Both combatants are considered to be "grappling." If this is a higher roll than the opponent's (or if it is the only successful unarmed attack thus far), the attacker has an arm grab. If the opponent currently has a higher die roll, this indicates an elbow bash. **Arm Grab Effect:** After damage is inflicted, the attacker may attempt to disarm the defender, but if the defender is not disarmed, they are freed from the grapple and may act normally on their next action. If the attacker does not choose to attempt a disarm, the Arm Grab is maintained and the attacker can continue the hold. A disarming attempt requires the defender to make a saving throw versus paralysis (any dexterity bonuses apply). If the saving throw fails, the defender is disarmed. **Elbow Bash:** The inferior hold inflicts damage and can be maintained each round, but does not have any other effect.
5	**Waist Lock** (if this is the controlling hold) **Or** **Leg Hold** (if it's the inferior hold)	**Damage:** Defender takes 5 points of damage (4 temporary, 1 real). Both combatants are considered to be "grappling." If this is a higher roll than the opponent's (or if it is the only successful unarmed attack thus far), the attacker has the defender in a waist lock. If the defender originally had a controlling hold but with a lesser die roll, their hold shifts to the inferior hold (an arm grab becomes an elbow bash). **Waist Lock Effect:** After damage is inflicted, the person with the other combatant in a waist lock can disengage and end the grapple if desired, even if prone. If they are prone and end the grapple, they can also rise from prone at this point. Once disengaged, any further attempts require going back to the fending-off stage. **Leg Hold:** the inferior hold inflicts damage and can be maintained each round, but does not have any other effect.
6	**Rear Choke** (if this is the controlling hold) **Or** **Head Butt** (if it's the inferior hold)	**Damage:** Defender takes 6 points of damage (4 temporary, 2 real). Both combatants are considered to be "grappling." If this is a higher roll than the opponent's (or if it is the only successful unarmed attack thus far), the attacker has the defender in a choke hold from behind (Rear Choke). If the defender originally had a controlling hold but with a lesser die roll, their hold shifts to the inferior hold (an arm grab becomes an elbow bash). **Rear Choke Effect:** An ally of the attacker can force-feed a substance to opponent if the ally is not in melee or unarmed combat. This is good for antidotes or potions, if you're dealing with your own party member. Anyone held in a rear choke cannot shout an alarm or cast spells. **Head Butt:** The inferior hold inflicts damage and can be maintained each round, but does not have any other effect.
7	**Arm Lock** (if this is the controlling hold) **Or** **Wicked Elbow Bash** (if it's the inferior hold)	**Damage:** Defender takes 7 damage (5 temporary, 2 real). Both combatants are considered to be "grappling." If this is a higher roll than the opponent's (or if it is the only successful unarmed attack thus far), the attacker has the defender in an arm lock. If the defender originally had a controlling hold but with a lesser die roll, their hold shifts to the inferior hold (an arm grab becomes an elbow bash). **Arm Lock Effect:** The attacker can use this hold to immediately bring the opponent to a prone position. The attacker can disengage and end the grapple if desired, even if prone. If they are prone and end the grapple, they can also rise from prone at this point. If the attacker disengages, any further attempts require going back to the fending-off stage. **Wicked Elbow Bash:** The inferior hold inflicts damage and can be maintained each round, but does not have any other effect.

TABLE 1.6.12C: GRAPPLING ATTACK RESULTS CONTINUED

1D8	RESULT	EFFECT OF ATTACK*
8	**Head Lock** (if this is the controlling hold) **Or** **Gouge** (if it's the inferior hold)	**Damage:** Defender takes 8 damage (6 temporary, 2 real). Both combatants are considered to be "grappling." If this is a higher roll than the opponent's (or if it is the only successful unarmed attack thus far), the attacker has the defender in a head lock. If the defender originally had a controlling hold but with a lesser die roll, their hold shifts to the inferior hold (an arm grab becomes an elbow bash). **Head Lock Effect:** The attacker can use this hold to immediately bring the opponent to a prone position. The attacker can disengage and end the grapple if desired, even if prone. If they are prone and end the grapple, they can also rise from prone at this point. If the attacker disengages, any further attempts require going back to the fending-off stage. **Gouge:** The inferior hold inflicts damage and can be maintained each round, but does not have any other effect. This hold represents the ability to reach vulnerable parts of the defender's body or head.
9+	**Decisive Throw**	With this result, the attacker breaks all existing holds, then throws, head-stomps or kicks the defender, and re-establishes a new hold. **Damage:** Defender takes 9 damage (6 temporary, 3 real), and loses their next action. The attacker rolls for the new hold with a +2 modifier, but the maximum result is an 8; you cannot manage two head stomps in a single round.

*Damage modifiers due to strength are added to the damage on this table, but do not affect the die roll.

GRAPPLING RESULT MODIFIERS

Attacker Modifier:

- Only one arm/appendage: -1
- More than two arms/appendages: +1

Size Modifier: -4 Tiny, -2 Small, +0 Medium, +2 Large, +6 Huge, +10 Gargantuan

Defender Modifier:

- Only one arm/appendage: +1
- More than two arms/appendages: -1

Size Modifier: +4 Tiny, +2 Small, +0 Medium, -2 Large, -6 Huge, -10 Gargantuan

AN EXAMPLE OF GRAPPLING

This is an example of grappling that might happen in an urban environment.

Russ is playing a level 6 thief with 18 Dexterity named Alvis.

Phillip: We want to case the docks and see if we can learn where the Concordant is booking passage. (The Concordant is a rival NPC adventuring party with a treasure map the players are trying to get hold of.)

GM: There's about a dozen or more docks across the harbour, which is crowded with people. Are you all watching the same area?

Russ: We'll need to split up to cover all the docks...

GM: OK [rolls some dice]. After a pretty miserable afternoon reeking of fish and tar, Russ, you see one of the Concordant's henchmen, Jimmy Snuff-Fingers, holding a scroll of paper and talking to one of the ship captains. But it doesn't seem to go well, and Jimmy stuffs the scroll back in his pocket while the captain boards his ship and looks to be preparing to set sail.

Phillip: That's gotta be the map.

Russ: Our lucky day! If I pickpocket the map from him, we'll have all the information we need. What's Jimmy doing now?

GM: He's ducking into a nearby building—a tavern by the looks of it.

Phillip: Are you going to come and get the rest of us?

Russ: Are you kidding? We'll lose him. Don't worry, I can handle it. I'll follow him into the bar and grab a spot in the shadows while he's getting his drink. Then if he gets a second one, or gets up to leave, I'll bump into him at the bar or the door and steal the map.

GM: There's plenty of dark corners in this establishment, so that's not too hard. Jimmy's ordering a mug of something while you make yourself scarce. He drains his beer while watching some other sailors, then gets up and heads to the bar again. It won't be too hard to bump into him, roll d100 if you follow through.

Russ: [rolls] Uh. That's a 92.

GM: What's your success chance?

Russ: 70% (base 55 plus 15% for the 18 Dex).

GM: Jimmy notices your attempt and cries out "thief!"

Russ: I pull out my dagger +2.

GM: As you do this, you're aware that people are watching the two of you now. Let's move to initiative. Jimmy doesn't have a weapon in his hands but he's lunging at you and it looks like he's going to try to grab hold of you. What do you do?

Russ: I don't plan on stabbing him, I just want to stop him from grabbing me. Then I'll drink my potion of gaseous form and drift the hell out of here and avoid this area for a long time.

GM: All right, let's see how it plays out. Since your potion is in your pouch you'll have to get that out. [Rolls initiative] Jimmy gets a 4.

Russ: [rolls] a 5.

GM: Jimmy wins initiative, he's going in segment 4. It looks like everything hinges on your fending off attempt, because if you fend him off that ends his round, so you'll be able to get your potion out and drink it. Jimmy's unarmoured, but has a bit of quickness to him—you'll have to hit AC 9 [11] to fend him off. You're a level 6 thief, so roll a 10 or better.

Russ: [rolls] ehrmm…a 7. With the +2, that's a 9.

GM: Jimmy's quick enough to get past your weak guard and tries to grapple you. First is the Unarmed To-Hit Roll. He is unarmoured, so his target number to hit is a 2. His movement rate is 120, so he's making the roll with a +8, and he has a high Dexterity, so there's another +1 on his roll, for a total modifier of +9. What's your defender modifier for unarmed combat?

Russ: I didn't write it down on my character sheet. Um, I'm also not in armour, so nothing there. My Movement Rate's also 120. So that's a -8 for me.

GM: You might want to write that down for future use. Okay, so Jimmy has +9 and you have -8, so the net modifier is a +1 to his roll. [Rolls a d20 and gets a 9. Jimmy would only have failed if he rolled a natural 1.

He grabs you. Let's see the result. What's your defender bonus for grappling results?

Russ: [Checks the rulebook]. Okay, I've got 2 arms and I'm size medium, so it's +0. [Writes it on his character sheet]

GM: [Rolls 1d8 on Table 1.6.12c: *Grappling Attack Results* and gets a 3. Since this is the first hold established in the grapple, it is the "controlling" hold, so it is an "arm grab".]

GM: Jimmy grabs your arm, and you take 4 points of damage. [The die roll was 3, but Jimmy's strength bonus adds one to the damage.] Two points of it are real damage, and you'll recover at one hit point per round, but right now you're down a total of 4 hit points.

Russ: I'm okay for now. Anything else, or can I take out the potion?

GM: [Checks the "Arm Grab" effect on table 1.6.12c to find out what other effects there might be, and reads that it allows a disarming attempt. If the attempt fails, however, Jimmy would lose the hold. The GM decides that Jimmy will try disarming and take the risk.]

Yes, since he's got you in an arm grab he can try to disarm you. So he twists your arm and tries to beat it against the bar. Roll a save vs paralysis or you'll be disarmed—you'll get your Agility Saving Throw Modifier on the saving throw roll. You've got an 18 Dex, so that's +4. Your base is a 12 for a paralysis saving throw for a level 6 thief. So including that bonus, roll an 8 or higher.

Russ: [rolls]…another 7! I thought 7 was supposed to be a lucky number!

GM: Your dagger flies out of you hand across the bar… [rolls] …giving the bartender a slight nick. He is not happy at all. All the patrons have surrounded you, shouting, "fight…fight…fight…" What is your plan for the next round?

Russ: Can I take out my potion and drink it?

GM: Not while Jimmy is grappling you.

Russ: Okay, my plan is still to drink the potion, so I'll grapple him back and try to get him pinned and then drift out of here.

GM: It doesn't seem like he's trying for a better hold—he seems to be looking for help as he maintains his grip on your arm. So you'll roll against your target number of 2 with +1 for your dex but Jimmy will just do an automatic 4 points of damage this round. Unless you get a better result than his, you can't get your potion out with him bending your arm.

Russ: [rolls] I roll a 15! Of course, I would have hit with anything but a natural 1. [Rolls 1d8 for result]...a 5. Has he got a defender bonus on grappling?

GM: No, he's size Medium with two arms.

Russ: Then that's a waist lock! It's a better hold and I get to disengage if I want.

GM: Yes, and you also inflict 5 points of damage. You grab him around the midsection and squeeze the breath out of him a bit, reducing his arm hold to an elbow bash—but he still beats you about the body for that 4 points of damage.

Russ: OK, like I said, I push him away from me and will drink my potion next round.

GM: You push him away, but now you don't have a weapon in hand so it will all depend on initiative whether or not you get the potion down before he gets the chance to grapple you again.

Russ: My dagger! I forgot about that. Is it out of my reach?

GM: You see the bartender holding it now. Do you still want to drink the potion? Roll initiative if so.

Russ: I have to. Man, I'm going to miss that dagger. [rolls] a 4...

GM: [rolls] a 6...so you get your potion out and guzzle it down. Just as Jimmy comes lunging at you, you turn into a cloud of gas and he plunges through you into the crowd, knocking two of them over and falling to the ground himself.

Russ: I drift out the door as fast as I can drift!

GM: You drift through the crowd and out the door just in time to see a squad of city watch running down the street toward the tavern, but they don't seem to notice you.

Phillip: I told you that you should have come and gotten us.

Russ: How was I supposed to know the dice were due for a bad streak? Lend me your dagger.

AN EXAMPLE OF OVERBEARING

Sarah: Glide Gletter (Halfling Fighter/Thief)

Rob: Erland (Elf Fighter/MU)

Tony: William the Thrice-Martyred (Human Cleric)

Jason: Aurron (Paladin)

GM: You form back up and leave the room. Same plan as before? Glide and Erland scouting ahead using Infravision, with the humans following behind with their torches?

Rob: That's it.

Jason: And if there's any trouble, we'll charge up as soon as we hear anything.

GM: Sounds good.

[Some time adventuring passes]

GM: Sarah and Rob, the two of you pass out of the chamber; beyond the exit is a natural stone passage. The stone is a bit damp, with a noticeable downgrade although it's not at all steep.

Sarah: OK, we proceed cautiously and if it gets slippery we'll pause.

GM: It's not that bad; after 80 feet or so, the right side of the passage opens up into a cavern with the path continuing as a ledge against the left wall. The cavern is mostly filled with water that is slightly colder than the surface you're standing on, about 50 feet wide or so, but across it there seems to be some sort of shore that isn't as cold [Note: the GM is describing what the players see with infravision: heat sensing. Many GMs will choose to give ordinary visual descriptions, but in less detail.], with what you guess is an opening beyond—possibly a cave entrance [rolls dice for lizard men in the water and determines they're surprised for 3 segments]. What do you do?

Rob: We'll pull up here and wait for the rest of the group to catch up to us.

GM: OK, the humans will be there after a round or so. In a few segments you see the torchlight coming through the chamber exit you left, but the water stirs...roll a surprise check.

Sarah: [rolls] a 4. So we're not surprised unless this is something incredibly stealthy.

GM: Four lizard men to rush out of the water and get ready to attack! Two of them come for each of you. What are you going to do? [declare actions].

Sarah: I'm going to attack if they charge us, but I'm not going to close into combat. We should wait for the others to arrive if we can.

Rob: I could try to cast a sleep spell, but I'm guessing they are going to engage with us, so I will also get ready to attack.

GM: [Rolls initiative for the lizard men, a 2]

Rob: We rolled a 5 for initiative.

GM: In segment 2, the lizard men charge into combat. They are trying to overbear and knock you down.

Rob: Are they carrying weapons?

GM: No, so since they are charging, you get to attack them first, even though you lost initiative.

Rob: I rolled a 2.

Sarah: I got a 14.

GM: That's a hit. Roll damage.

Sarah: 3 points of damage.

GM: [Marks down the lizard man's hit points] It's still alive. They start their attempt to overbear you. First step is that you can fend off the unarmed attack since you have melee weapons in hand. We'll do this one at a time, Erland's first lizard man first. You can both try to fend off the lizard man.

Sarah: Wait, I get to fend off the lizard man that's attacking Rob?

GM: Yes, you guys are close enough that you can both fend off all the unarmed attacks unless one of you gets hit and overborne.

Rob: [Rolls a 2]. Another 2. What's going on with this stupid die? [Shakes it, rolls a 20, and sighs]

Sarah: [Rolls a 15]. I hit with a 15.

GM: Okay, so Glide fends off the first lizard man. You don't do damage with a fending off attempt, it just ends the round for that lizard man. Let's check the second one attacking Rob.

Rob: [Rolls another 2 and puts the d20 back in his bag, taking out a different one]. Rolled a 2 again, I'm retiring that die for the rest of the session.

Sarah: [Rolls a 9]. Uh oh. I missed too. Looks like that one got through.

GM: Okay, that lizard man gets past both your guard, and gets an unarmed attack roll against Erland. [Checks the entry under Lizard Man, and sees that the target number to hit for unarmed combat is a 2. This seems low (A typographical error in a Mythmere Games rulebook?! Possible). So he checks the table in the Player Guide and is reminded that the lizard man's unarmed attack is considered "unarmoured" since it has natural armour, even though its AC is 5 [15].] It needs a 2 to hit and it has an attacker modifier of +4. What's your defender modifier, Rob?

Rob: For an unarmed attack, my defender modifier is +4 for my chain mail and -6 for my 90ft movement rate. Total of -2.

GM: [Rolls a 14, adds the lizard man's +4 and subtracts Rob's -2, for a total of 16. The total only needed to be 2 or better, so the result is a hit.] It manages to get a hit, so we're going to roll on the Overbearing Results table. What's your Overbearing Defender Modifier?

Rob: I've got a 17 Strength and I'm size Medium, so it's -1.

GM: [rolls 1d6 on Table 1.6.12b: *Overbearing Attack Results*. Nothing is added to the lizard man's roll because their Overbearing Attacker Modifier is +0.] Let's see, it rolls a 5, so +0 for the lizard man and with your -1 it becomes a 4. [checks Table 1.6.12b] That's a partial success. You take 4 points of temporary damage and you're staggered, so they can attack you at +2 in the future. The beast comes barreling at you, and would have knocked a lesser elf flat on his back, but you manage to keep your feet somewhat. The lizard man gets an immediate follow-up move, and it tries to pull you into the water. Let's check the grappling table to see what happens. What's your grappling defender modifier? [A second unarmed attack roll isn't necessary, per the Overbearing result, so the GM goes straight to the Results table].

Rob: +0.

GM: Same for the lizard man's grappling attacker modifier, so it's a straight-up roll. [Rolls 1d8 on Table 1.6.12c, *Grappling Attack Results*] That's an 8! He has you in a head lock and does 8 more points of temporary damage...you only have 6 hp left, so you're in a bad spot. Next round you'll be unconscious.

Jason: Isn't this making a lot of noise?

GM: Oh yeah, you guys definitely hear this. That's the results for the two lizard men attacking Erland. There are still two attacking you, Sarah. Make your attempt to fend off the first one.

Sarah: Is Rob able to help me fend them off the way I helped him?

GM: He would be if he hadn't been overborne by one of the attacks. That's why we aren't rolling all the fending-off attempts at one time. But he's down, so you're on your own.

Sarah: First roll is a 13.

GM: That's a hit, so you fend off the first of your two lizard men. End of its round. Try to fend off the second one.

Sarah: Rolled a 16.

GM: That's both of yours fended off! Excellent!

GM: Next round. Here's the situation: Glide still has two lizard men trying to overbear her, but she can still fend off. One of the lizard men is wounded. The elf is quickly losing consciousness and the second lizard man on Erland is going to start dragging the elf/lizard-man sandwich toward the water while the first maintains the headlock. William and Aurron require four segments of movement to arrive—if they're charging.

[Note: because movement is crucial in this round, the GM is tracking movement by segment, starting at the top of the round (first segment). See Section 1.6.2.8, *Move*. The GM could also have just decided that the whole movement takes place in the initiative segment.]

Rob can only use small weapons for regular damage or attempt his own grapple, but as the headlock is in place its damage will occur in segment 1. So Erland would need to tie that—a true last gasp as the lights go out for you. What do each of you do?

Tony: Charge the lizard men on Erland.

Jason: I'll charge the lizard men on Glide.

Sarah: I'll throw my rope of entanglement at the two lizard men attacking me.

GM: Sure, but you realise that means you won't be able to fend off anymore.

Sarah: I understand. If it works, both monsters will be neutralised so I'll risk it.

Rob: It's hard to break a headlock so I'll attack with my dagger +1, if the dice let me.

GM: [rolls] OK, they roll a 3 for initiative.

Jason: [rolls] a 1! That's the break we needed!

GM: Rob, do your best.

Rob: [rolls a d20 and d4] A 15 hits and I did 5 points of damage after adding my STR and magic bonuses.

GM: As everything goes black, you sink your dagger home, but it doesn't seem to have been enough. Sarah roll for your rope, it hits AC 5 [15] on a 10 or higher, and you also have a +1 to hit from your dexterity.

Sarah: [rolls] sigh, an 8. Just missed.

GM: The two lizard men on Glide commence overbearing attempts. You can't fend off since you switched to using the rope of entanglement. [Rolls]. They get a 12 and a 16, with the +4 added. What's your unarmed defender mod on a to-hit roll?

Sarah: -2 for my armour, -8 for the 120 Movement Rate. -10 total, same as Rob.

GM: So that's a 2 and a 6. Both hits, but barely. Your defender modifier on that table is +2 since you're size small, and theirs is +0. [Rolls 1d6 twice on Table 1.6.12b, *Overbearing Attack Results*, once for each of the 2 hits, adding +2 to each die roll.]

They got a 3 and a 7, so you take 10 points of temporary damage. The first lizard man hits and staggers you [the roll of 3], but the second lizard man knocks you down hard [the roll of 7]. Both get immediate follow-up attacks and they use their claws and bite, getting a +4 to hit since you are prone. [GM makes several rolls] you took 4 hits for 16 points of damage.

Sarah: That takes me to into the negatives, I'm at -2 hit points.

GM: Since a lot of that is temporary damage, if William or Aurron can do something you'll come out of it in a few rounds instead of spiraling farther. But you're unconscious and they're on top of you, so these next rolls will count. Tony and Jason, make your checks. You're both charging so get +2 to your rolls, unless you want to try to overbear them in turn, then it would be +4.

Tony: I'd rather just attack the one Rob already hurt, with my mace.

Jason: Same, but using my two-handed sword on the one who took Glide down.

GM: Go ahead and make your rolls.

Tony: [rolls a d20 and a d6+1] I hit with a 17 and did 5 points of damage

GM: that kills the lizard man Erland stuck with his dagger.

Sarah: [rolls a d20 and a d10] And I hit with a 14 and did 10 points of damage!

GM: Wow, Glide scrapes through by the skin of her teeth again! The remaining lizard men clearly weren't expecting an even fight, so let's see what they think about this [rolls morale check]. They panic and run for the water; each of you may take a fleeing attack, which has a +4 bonus to hit.

CHAPTER SEVEN: ADVENTURING

1.7.1. DUNGEON ADVENTURES

For convenience, and by tradition, enclosed locations are collectively called “dungeons”, which refers not just to a set of man-made tunnels but to any indoor adventure location, whether it is the dungeons beneath a castle or temple, a system of natural caves and caverns, an abandoned mine, the sewers beneath a city, an enemy fortress, a wizard’s tower, or a shrine to some dark god. Indoor/dungeon adventures tend to have similar characteristics and thus the same set of procedures and suggested resolution mechanics applies to most “dungeon” adventures.

1.7.1.1. ORDER OF OPERATIONS

You may want to quickly review Section 1.5.1: *Time Measurement*. Briefly, a “turn” represents 10 minutes of time for the characters.

While exploring in a dungeon, each turn is resolved separately. Experienced GMs sometimes will allow the turns to run together, but this is only recommended after the GM is comfortable with the basic procedures. The order of events in a game turn is as follows:

1. Wandering Monster Check: Every third turn the GM rolls to see if any wandering monsters are encountered (typically 1 in 6—consult specific level key for non-standard frequency of check or likelihood of encounter). If there is an encounter, skip to 3, below. Otherwise, the players describe what they do during the turn.

2. Statement of Action: Players describe the activity of the various party members, which are resolved as appropriate by the GM. The following is a list of options, not an order of play.

- **Move:** Up to full move rate per turn for cautious movement (including mapping); 5x normal rate when passing through familiar areas (no mapping allowed).
- **Listen for noise:** 1 round per attempt, 10% standard chance for success adjusted for class (thieves, assassins) and ancestry (elves, gnomes, halflings, half-orcs), only 3 attempts allowed per situation (such as a particular door).
- **Open a stuck or locked door:** 1 round per attempt, 2 in 6 standard chance for success (adjusted for strength) for a stuck door; a locked door requires key, *knock* spell, exceptional strength, lock picking, or breaking down door, unlimited retries are allowed, but anyone inside can’t be surprised after even one failed attempt.

- **Quick visual survey of a room:** This requires one character with a light source to be visible in an open doorway or archway for a segment. A visual check examines the ceiling, floor, walls, and open areas of the room for lurking monsters. It does not automatically reveal monsters with a specific concealment or hiding ability, or monsters that are in 100% concealment (such as hiding behind a large statue). However, it avoids disputes about seeing monsters in plain sight that are lurking on ceilings. It also reveals any writings on the walls and doors, and all obvious features of the room. If the character is an elf or half-elf, they have a 1 in 6 chance to notice a secret door. If the character is using Infravision instead of a light source, they can only see the vague shape of furnishings, will perceive undead creatures as possibly statues, and cannot see secret doors or writings. If the room extends farther than the character's vision range, obviously the part that can't be seen can't be surveyed.
- **Quick check on a room:** 1 turn per 20ft x 20ft area in the room. This requires a character to enter the room, where they tap on floors and walls, and add the room to their map. This gives each character in the room a chance to find secret doors (the location, not the opening mechanism) anywhere in the room, automatically locates any open pit traps, and has a 2 in 6 chance (per character) to locate a closed pit trap or trap door. Time is not reduced by adding additional characters to the check; the additional characters add to the thoroughness of the search. Finding the opening mechanism for a secret door requires a Thorough Examination (see below).
- **Search for traps:** This is for characters with a specific trap-finding ability. Others are limited to the "tapping" test described for a quick check on a room (basically, regular characters can only find traps by trying to set them off at a harmless distance). Searching for traps requires 1 round per attempt (covering one object or location) unless it's a large object or item, in which case about 1d4 rounds. Chance of success is determined by ancestry (dwarfs or gnomes using stone-kenning), class (thief or assassin) or free-form verbal discussion (at GM's discretion).
- **Thoroughly examine and search for secret doors:** 1 turn per 10 x 10ft area, 1 in 6 standard chance for success (2 in 6 for elves and half-elves). This might be a "second" check after a quick check on the room, or it might be the search for an opening mechanism after a secret door's location was discovered during a quick check.
- **Cast a spell:** See specific spell descriptions for casting times and effects.
- **Rest:** Typically 1 turn in every 6, plus 1 turn after every combat, must be spent resting (i.e. no movement or any other strenuous activity).
- **Other activities:** Duration of attempt and likelihood of success are determined and resolved by GM.

3. Encounters: If an encounter (either with a wandering monster or a planned encounter) occurs, the GM determines surprise, distance, reactions (Table 1.6.2.8a: *NPC and Monster Reaction*) and then the combat begins as described in Chapter Six (beginning at Section 1.6.1).

4. Book-keeping: The GM records that a turn has elapsed and deducts any resources that the party has used (lost hit points, spell durations expiring, torches burning out, and so on).

Since each turn represents ten minutes of time, characters may combine several actions in the same turn if each is reasonably brief. Thus, a character might draw a sword, move up to a door and attempt to open it all in the same turn, for example. Longer actions may take several turns to resolve (such as making a detailed search of a 500 square ft wall) and sensible parties will take steps to guard a character engaged in such activity from unexpected attack.

The guiding principle behind the exploration rules is to maximise the number of meaningful decisions the players can make about their actions, and minimise the number of dice rolls between each decision.

1.7.1.2. WANDERING MONSTERS

Typically, you will check for wandering monsters every third turn, which has a 1 in 6 chance. This is only a guideline, however. You can assign any frequency and chance for wandering monster checks, and many adventure modules use different parameters.

The "standard" wandering monster check is made once every 3 turns, and there is a 1 in 6 chance for a wandering monster encounter.

If a wandering monster does appear, determine the creature involved randomly according to the tables in the GM Guide or the Wandering Monster Table for the adventure, if there is one.

Traditionally, dungeon adventures are organised into levels of depth. The first level is the one closest to the surface, and contains the least-dangerous monsters and the smallest amounts of treasure. As you continue downward to the second level and below, each level contains more dangerous monsters (including the wandering monsters) and larger treasures. This is very important, because it allows the players to decide what level of risks and potential rewards they want to face.

At your option, wandering monster checks may be made less often or even skipped entirely, but before doing so it is important to think about the reasons behind the wandering monster check.

- The first purpose is to create an impression of complexity in a "living dungeon" environment without requiring you to create activity schedules or account for every creature in the dungeon at every moment. Monsters in the dungeon will have various reasons for leaving their lairs: some may be on patrol, others looking for food, and still others exploring the dungeon just like the player characters; all of the above and more are represented by the wandering monster die.
- The other purpose of wandering monsters has nothing to do with verisimilitude and is purely a rules construct, but an important one: wandering monsters discourage players from wasting time. If there is no chance of meeting a wandering monster, there is no incentive for the players to keep the game moving, and no reason why they shouldn't hold long conversations about their course of action and methodically check every inch of floor, walls, and ceiling for traps and hidden treasure. Many players, especially those accustomed to computer games that have no in-game time limits, will tend towards a "pixel-hunting" approach to play. It is up to the GM, by means of wandering monsters, to discourage this kind of slow play and keep the game moving—otherwise the game will become mired in dull minutiae and nobody will have much fun.

The same principles also apply in reverse, though. The GM should adjust the chance of meeting a wandering monster according to the players' approach. If the party is stealthy, swift, and silent, avoids heavily-trafficked areas and does not stay long in any one place, they should encounter few wandering monsters.

1.7.1.3. OPTIONAL PARTY "CALLER"

If there are many players in the party, some groups like to designate one player as "caller," or party spokesman, and filter communication through that single player. This role should not default to a "party leader" who gives the other players orders and reduces them to spectators! Rather, some groups may find that by having a single player speak for the whole group, the potential chaos of each player competing for the GM's attention is reduced and the game runs more smoothly, improving the play-experience for all involved. Therefore, if a caller is used, they should consult with the other players and then report the party's actions quickly and accurately to the GM.

The caller can be anyone and need not be limited to, for instance, the character with the highest charisma or social standing. In fact, we suggest that if the party uses a caller, the role should rotate among the players from session to session, giving each a turn.

1.7.1.4. MOVEMENT DURING DUNGEON EXPLORATION

Movement is at the rates listed in the Player Guide, Section 1.5.3.1: *Indoor, City Street, and Underground Movement*. The Cautious (Exploring) movement rate (which works out at a tenth the speed characters move in combat) allows the characters to make a map of their progress, if they wish. When passing through familiar areas or following a map, characters can move at the Fast rate, up to five times the normal per-turn move rate (so that a character with a normal movement rate of 60ft could move up to 300ft per turn if passing through known territory).

Characters fleeing from an encounter may run at ten times their normal per-turn move rate (i.e. at full combat speed). No mapping is possible while fleeing in this manner and a double rest period (see below) is necessary at the end of the pursuit. Since parties will typically want to remain together, movement speed will necessarily be limited to that of the slowest character in the party.

The players should establish, and the party caller inform the GM of, the party's "marching order", i.e. which characters are in front, the middle, and bringing up the rear. In a standard 10ft wide dungeon corridor, up to three characters may walk abreast, though if any are wielding large weapons such as flails or two-handed swords, this may be reduced to two characters or even one. Characters in the second rank may only attack with a long weapon, such as a spear or pole arm, or if they are firing missiles over the head of a shorter character such as a gnome or halfling.

There are various ways of keeping track of marching order. If miniatures or a VTT aren't being used, most GMs will ask the party to show their marching order on paper. Sensible parties tend to hand the GM a default marching order upon entering the dungeon, and may have standard positions and procedures for other common circumstances as well. A well-organised group might say to the GM, "this is our formation when opening a door," or "in 20 foot wide passages we move like this," and so forth.

If the party's position is for some reason unclear to the GM, you are well within your rights to determine who is where by means of a die roll.

1.7.1.5. LISTENING

Listening may be performed in most places, often at doors before opening them. Unless the entire party is still and quiet (no chattering or clanging around), and unless headgear such as helms are doffed, the listener will not detect any noise save the very loudest.

Thieves and assassins have an enhanced chance to hear noise (see "Thief Skills"). Characters of all other classes have a base 10% chance. This should be modified by ancestry; elves, gnomes, halflings, and half-orcs have a base 15% chance.

Normally, you (the GM) roll this die in secret, because the player has no way of knowing whether no noise was heard because of the roll or because there was no noise to hear. A character who fails (or thinks they have failed) to hear noise may try again, each attempt taking one round. However, no more than three attempts may be made by the same character before the strain becomes too great and no further listening attempts will succeed until the character has rested for at least one turn.

If the check is successful, you should decide whether there is in fact any noise to be heard. Some monsters, such as bugbears, are stealthy and cannot be detected by listening. However, generally if there is some monster in the area and a "hear noise" check is passed, the party should gain some clue about what it is. Clever players whose characters speak various monster languages may gain valuable information from overhearing snatches of conversation—but you should be careful only to describe what characters can actually hear. So you would not normally say, "you hear a giant spider," but rather "you hear a scuttling, rattling sound" as the creature climbs to a suitable spot from which to ambush the party.

Don't forget, monsters can hear the party in the same way as the party can hear them!

Listening for noise as often as possible, at every door and intersection, is an understandably common tactic, because it's one of the easiest ways for players to improve the odds in their favour—so as to be able to make better-informed decisions about their actions. This is fine *in moderation*. If the pace of play slows considerably, diminishing the excitement and reducing the adventure to dice-rolling, you should discourage the players from endless listening attempts. Emphasise the inconvenience of donning and doffing helmets and headgear while the rest of the party stands around doing nothing; and if play is still slow, employ tricks that circumvent listening, e.g. silent monsters or phantom noises (perhaps due to strange acoustics in the dungeon or magic). In extreme cases the GM can place traps and monsters that specifically target listening characters, but before it gets to that, the GM should speak frankly to the players and explain that while some degree of caution is good play, carrying things to extremes only makes the game less fun.

Balance this against the lethality of the dungeon. In extremely dangerous areas, the players should not be punished for taking due care.

1.7.1.6. OPENING DOORS

Opening doors is not normally difficult; the player (or party caller) states the action and the door is opened. However, in some dungeons many doors are stuck and must be forced open. Doors may be locked, braced, jammed, spiked shut or otherwise held fast (by means of a *wizard lock* spell, for example). Stuck doors may be forced by brute strength (see Table 1.1.2a: *Strength* for chances of success). Locked doors will need a key, a thief or assassin to pick the lock, or some may be broken down with axes or battering rams. When designing the dungeon, you should note which doors are normal, stuck, locked, etc. as well as the locations of any keys.

Stuck Door

Attempting to force a stuck door takes one round per attempt and, depending on the size of the door, more than one character may try at once. Thus, two characters could simultaneously try to force a 6ft wide door—each character makes a check and success by either indicates the door opens. If the first attempt fails, additional tries may be made at no penalty except for time and noise. Attempting to force a stuck door, and particularly multiple attempts on the same door, is noisy and may increase the odds of meeting a wandering monster. In any event, a failed attempt to open a stuck door will prevent surprise on any creature on the other side of the door.

Picking Locks

Lock-picking attempts by thieves and assassins are described in Section 1.3.10.2: *Thief Class Abilities*. Picking a lock takes between 1 round and 1 turn per attempt (depending on the complexity of the lock). 1–4 rounds are typical.

Chopping Down Doors

Chopping down a door with axes or by other means is time-consuming and noisy. It takes a full turn at least to chop down a standard-size door, during which time a wandering monster check should be made because of the noise, and possibly with a much higher chance than the regular 1 in 6. Naturally, the party will have no chance of surprising any creature on the other side.

Spiking Doors

Furthermore, once a door is opened, it is usually difficult to keep it open, or for that matter to keep it closed. OSRIC has a double-standard that while adventurers may have a hard time opening doors in dungeons, monsters have no such trouble and can open doors automatically unless the players prevent them. The usual way to hold a dungeon-door open or closed is to wedge it with iron spikes. Even then, there is a small chance (at the GM's discretion but often around 20–30%) that a spiked door will slip.

1.7.1.7. MAPPING

Mapping is a key element of dungeon exploration; but it is one of the most controversial and misunderstood aspects of the game. If not handled carefully, mapping has huge potential to slow down the game and mire it in frustration.

When designing the dungeon, you as the GM should map it out on sheets of graph paper, showing the rooms, chambers, corridors, stairways, doors, traps, and other features in relation to one another. As the party moves through the dungeon you describe to them what they see and, assuming they have light and proper equipment and are not moving too quickly, the players may choose to draw a map of their own based on these descriptions.

It is important to understand the purpose of the players' map. The goal is not to create an exact copy of the GM's map, but to keep a record of which areas are explored and which not, to allow the party to find their way back to the entrance and, on subsequent expeditions, find their way back to where they left off. If the dungeon is small or simple in layout the players may not need a map. Even if the dungeon is larger or more complex, a "trailing map" with lines for corridors and squares for rooms and chambers, maybe with marginal markings showing length or size, is almost always enough. Only in the most labyrinthine of dungeon levels, with rooms and corridors tightly packed together, are players likely to find making a strictly accurate map rewarding.

On such levels an accurate map can help the players deduce the locations of secret rooms, show them when they're circling back into areas they've already explored by a different route, or even alert them to some trick—a teleporter, shifting room or wall, sloping passage, or the like. Parties keeping a trailing map, or no map at all, may miss hidden treasures or not realise they have gone astray until hopelessly lost, but careful mapping might quickly reveal something is amiss, allowing the party to backtrack and correct their course or search for a solution. These areas are the most difficult to map, but also the most rewarding and fun, since mapping this sort of level can lead to tangible positive results.

Many players hate mapping, considering it a fun-killing burden, and these players will often try to persuade you to design simpler dungeons or even to draw the map for them. Avoid these "solutions"; play goes quicker if a player maps. Encourage the players to map appropriately—meaning, only when necessary, and using a trailing map where possible.

You should make mapping easier by giving effective verbal descriptions: quick, accurate, and reporting only what the party actually sees. Visualise the dungeon in your mind. Describe things in distances rather than squares.

The players may show you their map and ask if it is correct. Comply only if there is a major error that would be obvious to someone in the dungeon (such as a triangular-shaped room where the party entered via the apex but drew their map as if they'd entered from the base) or if your description was faulty.

In a particularly complicated setup—a room with lots of odd angles, for instance—a quick GM-drawn sketch may be helpful. Do this rarely, and never directly on the players' map.

The players' map represents an actual in-game object. If the players at the table are making a map, then a character must also be making one. This has several corollaries: the party must have light (they can only map what they see) and mapping supplies (something to write with and something to write on), they must be moving slowly and methodically (no more than standard exploration speed), and measuring the size of a room takes time (1 turn per 20ft x 20ft area is suggested). Perhaps most importantly, if something happens to the map in-game, it happens to the players' map as well! If the mapping character dies and his or her body is left behind, if the characters are captured and stripped of their equipment, or if a jet of acid or a green slime destroys the map, the map is gone and the players should be asked to discard it. If the party wants backup copies, the players must actually draw them. If the entire party dies in the dungeon, the only way their maps will survive is if copies were left on the surface.

Clever GMs will see adventure-creating potential here. Maps are a valuable asset for NPCs as well as PCs; map-buying, selling, and trading could be rife, and maps found in treasure hoards potentially more valuable than gold.

1.7.1.8. SEARCHING

Searching for hidden treasure, traps, secret doors, and whatnot is a common activity.

1.7.1.8.1. SECRET DOORS

Discovering the presence of a secret door. Searching for secret doors takes a full round for each 10ft x 10ft area searched. The chance to discover a secret door (if one is present in the area searched) is 1 in 6 for most characters, with elves and half-elves having an innate advantage (translating to a 2 in 6 chance).

Discovering how to open it. Just because a secret door is found doesn't mean it can be opened. The opening-mechanism is also hidden, and might not be right next to the door itself. It takes a full turn and a second check (the same chance as for discovering the presence of a secret door) to identify the means of opening it. *Special* secret doors might have different parameters for finding the means of opening: it might be a mini-puzzle rather than a die roll, but the *standard* secret door is just a matter of time and die rolls.

1.7.1.8.2. TRAPS

Finding Traps

Dwarfs and gnomes can often detect traps where stonework is involved by using their innate stone-kenning ability.

Beyond that, thieves and assassins can detect traps, but they are limited to searching a particular object or small area.

Characters without stone-kenning and without a detect traps ability are limited to finding traps by setting them off, probing ahead with a ten-foot pole, throwing objects into potentially-trapped areas to see what happens, etc.

A search for traps using thief skills generally takes 1–4 rounds, but it is also limited to a specific object or small (no more than 5ft x 5ft) location specified by the player: "I search for traps on the door", "I search for traps on the treasure chest", "I search the area directly in front of the throne for traps," etc.

The GM may allow "negotiation-based" searching for secret doors or traps, in which, through careful questioning and described actions, the players may achieve a bonus, or even an automatic success, on a search. For instance, players may tap along a section of wall listening for the echo of a hollow space. If such a space is discovered, the players may describe their attempts to find and trigger the secret door they know is there—

perhaps looking for loose or ill-fitting stones, suspicious indentations or cracks, wall-sconces that may turn or pivot, etc. The same approach can work for traps as well.

The GM must adjudicate these negotiated searches. Perhaps they have no effect and the die roll alone decides success or failure—which certainly helps keep the game moving, but may strip away too much of the players' ability to immerse themselves in the situation. Perhaps a careful description can give a bonus to the standard check, or perhaps the description might trump the die-roll entirely—if the player is able to describe a search in such a manner that the GM feels would definitely find the objective. The downside to this is if the player's description is off-base (searching in the wrong place, via the wrong means, etc.) the GM might actually reduce the chance of success.

These detailed, negotiated searches generally take a long time in-play (more than the standard times listed above) and may increase the odds of encountering a wandering monster. This is, of course, deliberate; without some incentive to keep things moving players might tend to conduct the most thorough searches possible, describing every inch of every room in minute detail, and dragging the game to a grinding halt.

Disarming Traps

The first point to make is that many traps can simply be bypassed if you know they are there.

Disarming traps is normally a job for a thief or assassin. Other characters usually have little to no chance of success, though again careful questioning and attention to detail may create exceptions. For instance, a player may be able to surmise that wedging a pressure plate to prevent it from depressing, or stopping a vent with beeswax to prevent gas from issuing from it, could circumvent a trap.

These sorts of "negotiation-based" solutions to traps are wholly at the GM's discretion. Some GMs encourage and reward this sort of play, but others will discourage it, perhaps feeling this slows down the game too much, or circumvents the intended role of the thief class. It is important that the players and the GM discuss this issue to make sure everyone's expectations align—that the players aren't expecting purely roll-based resolution of traps when the GM is expecting them to play out each attempt, or vice versa.

Traps neither avoided nor disarmed will normally trigger 50% of the time. When designing the dungeon, the GM should define each trap by its nature and effect. In areas designed for first level characters, damage should not normally exceed 1d6 or at worst 1d10 and "instant death" effects should be avoided. Lower dungeon levels, on the other hand, are designed for experienced players with high-level characters who should have many ways of dealing with traps, as well as more hit points and better saving throws, so more dangerous and deadly traps may be in order. Even so, the GM should typically allow some kind of saving throw or other way of mitigating the trap's effects.

Casting spells is detailed in Chapter Eight. Many spells, particularly the various detection and divination-type spells, will make the job of exploration easier. It is up to the players to decide the ideal balance between these "utility" spells and those oriented towards combat or healing. There are circumstances in which a timed *knock* or *locate object* spell may prove just as crucially life-saving as yet another *sleep* or *cure light wounds*.

1.7.1.9. RESTING

Rest periods are typically necessary one turn out of every six, one turn after each combat, and double-length (two turns) after an evasion or pursuit. Parties that stay in the dungeon for several hours and are not able or willing to return to the surface may spend an entire "night" holed up within the dungeon to recover spells. During these periods the party cannot move, nor may they perform any other strenuous action (though passive activities such as mapping should be allowed). Players should be aware of when these rest periods are coming up, and make sure their surroundings are as inconspicuous, or at least defensible, as possible. A small, out-of-the-way room with a single door that can be spiked shut could be a good location to rest in for a single turn or an entire night; in the middle of an open corridor or near a stairway to a lower level is likely a bad place for even a short rest period, and often a suicidal place to spend several hours.

Occasionally, by accident or design, characters will not take these required rest periods and attempt to press on regardless. If this happens, everyone in the party is fatigued. What this means, and what sort of impact it has on the characters, is left to the GM's discretion but likely consequences are a reduced movement rate, penalties in combat, temporarily reduced ability scores, and morale reductions for any NPCs who are accompanying the party. The longer the party goes without resting, the worse these effects become.

1.7.1.10. OTHER ACTIONS

Other actions are defined in several of the ancestry and class descriptions (Chapters Two and Three). For instance, a dwarf can attempt to determine depth underground, a gnome can try to determine direction, a paladin can detect evil, a ranger can attempt to follow a set of tracks, and so on. Unless otherwise specified, these actions take one round per attempt.

Beyond these sorts of pre-defined activities OSRIC has no specific system for resolving most other tasks. This is intentional—the player characters are heroes, and should be able to do most mundane things without a roll.

Certainly the authors could have included a skill system covering activities such as "horse riding" or "swimming", but doing so is actively detrimental to heroic gaming. Had we included a "horse riding" skill, characters would start falling off their horses. This strikes us as unnecessary, in the context of heroic adventure gaming, so if you seek a generic skill system for your game, seek it elsewhere. Success at most horse-riding tasks (for example) is automatic.

Where a player character tries something beyond the mundane, the GM should determine the chances of success on an *ad hoc* basis. The GM should look at the circumstances and the character's class, level, ancestry, and ability scores and make an informed judgement about his or her chances of success. This could be a flat judgement—"you succeed" or "you fail"—but is more commonly a die-roll of some kind. The GM should usually tell the player what the chance is, ask the player if they still wish to proceed, and if so allow the player to make the appropriate roll him- or herself. However the GM always has the right to roll the dice on behalf of the player, or in secret, if the GM feels the situation demands it.

In determining the ad hoc chance for success for various tasks, it may be helpful for the GM to look at other similar tasks that have already been defined. For instance, the strength-based chances to Open Doors and/or Bend Bars, the magic user's intelligence-based Chance to Know Spells, and the constitution-based roll to survive System Shocks can all be extrapolated to cover a wider variety of situations. The same applies to saving throws, which consider class and level rather than just raw ability, so that high-level characters will be generally more successful than lower level characters, and each class will tend to have areas of speciality (clerics better at tasks that require a save vs death, Magic users at tasks that require a save vs spells, etc.)

1.7.1.11. BOOK-KEEPING

The GM should set up some simple system for book-keeping and may wish to delegate some tasks to the players. The present author (Stuart), for example, keeps a piece of scratch paper by his books and makes a tally mark when each turn has elapsed, enabling him to see at a glance when to roll for wandering monsters, when the next rest period is required, and when the party has run out of lantern fuel. In extreme cases, if the campaign has grown so large that ten or more players per session is typical, an assistant GM can help—the assistant, or apprentice, GM helps the main GM with book-keeping and organisation, and may help the main GM design new dungeons and adventures, eventually becoming either a co-GM or branching off into a separate sub-campaign.

1.7.2. OUTDOOR ADVENTURES

For the purposes of this section of the OSRIC rules, "Wilderness" can mean any adventure in open country, including adventures at sea. The basic unit of time for wilderness exploration is the day.

This method can be used for any sort of overland travel.

1.7.2.1. ORDER OF PLAY

When starting out with OSRIC games, each day should be resolved separately. More experienced GMs sometimes tend to allow the days to run together; but please don't try this until you are certain you know what you're doing. The order of events is as follows:

1. **Setup:** The GM advises the party of prevailing weather conditions and the party decides which way to go.
2. **Navigation:** The GM checks in secret to determine if the party has become lost.
3. **Wandering Monster Check:** The GM rolls for wandering monsters.
4. **Move and Act:** Party members move, make stationary actions, or both.
5. **Encounter:** Any encounter is resolved.
6. **Camp:** The GM indicates what options the party has for a campsite. The party camps.
7. **Wandering Monster Check:** The GM rolls for wandering monsters again, and if one is met, begins the resulting encounter.

On the time scales allowed for wilderness adventures, most static actions take negligible time, so as a general rule a player character can combine many static actions with a normal move.

CHAPTER EIGHT: SPELLS

1.8.1. GENERAL RULES FOR SPELLCASTING

Not all character classes can cast spells. Refer to your class description from Chapter 3 to see how many spell slots you have, and which spells you can memorise.

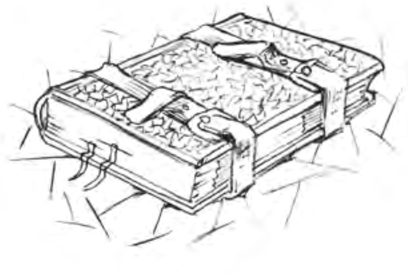
- You can only cast spells that you've memorised. You memorise spells using your spell slots. If you don't have spell slots, then you can't cast spells, unless you have a magic item or special feature that says you can.
- You can't memorise a spell unless you have an empty spell slot. Memorising a spell fills one spell slot of the spell's level. You can choose to forget a spell without casting it. If you do, this empties the spell slot.
- You can only memorise or cast a spell if it's the *same level* as the spell slot you're using. So for example, you can't memorise or cast a second level spell using a first level spell slot, and you also can't memorise or cast a first level spell using a second level spell slot.
- When you finish casting a spell, you forget that spell. You can't cast it again, unless you have the same spell memorised in another spell slot.
- Unless the spell description says otherwise, you can only cast a spell if the spell's magical energy can travel in a straight line from the spell's origin point to the spell's target.
- Unless the spell description states otherwise, a creature can't be affected by more than one instance of a spell at the same time, unless that spell's duration is Instantaneous. So for example, even if you *bless* a creature twice, it only gets the relevant bonus once; but an injured creature could receive several *cure light wounds* spells (even in the same combat segment) because *cure light wounds* is instantaneous.

1.8.1.1. INTERRUPTION OF A SPELL

A spell is "interrupted" if any of these things happen before you complete your spell:

1. You lose any hit points;
2. You become unable to perform a relevant component of the spell, for example if you're grappled while casting a spell with a somatic component or silenced while casting a spell with a verbal component;
3. You move (take a movement action), or something else moves you 5ft or more during the casting; or
4. If a rule says your spell is interrupted.

When your spell is interrupted, you forget the spell, the spell has no effect, and the casting time ends.



1.8.1.2. SPELL MEMORISATION

In most cases spell memorisation isn't time-critical and can be hand-waved as long as the character gets an uninterrupted night's sleep ("uninterrupted" may be important, because if the characters' campsite is attacked by bandits at midnight, that's not "uninterrupted"). However, as you gain access to higher-level spells, the exact time required may become important.

You can't memorise spells until you've rested in a quiet place without interruption for at least four hours. After the four hours, you can memorise one spell level every fifteen minutes.

Example: To memorise one 3rd, two 2nd and four 1st level spells would take you (45+30+30+15+15+15+15=165) 165 minutes, or two hours and forty-five minutes of memorisation time.

1.8.1.3. OTHER GENERAL RULES

Unless specifically noted, spells that have a duration (such as a number of rounds, turns, or days) do not "stack". In other words, if the spell is cast a second time on the target, there is no increased *effect*.

A second casting can be done to extend the duration, but unless otherwise noted, this is simply treated as a second casting of the spell. For example, if the spell allows a saving throw, the target has a chance to make the saving throw against the second casting. A saving throw against a second casting does not terminate the effects of a previously cast spell.

1.8.1.4. SCHOOLS OF MAGIC

The schools of magic describe spells. The schools don't have rules of their own—they're just shorthand descriptions that say what a spell does.

ABJURATION spells protect a creature, object, or place. They negate harmful effects, banish creatures from other planes, or create magical barriers and impediments.

CONJURATION/SUMMONING spells move objects and creatures from one place or plane to another (conjuration) or call creatures from nearby (summoning). Conjuration doesn't create objects, creatures, or effects out of nothing, but since they are often called from other planes of existence and appear out of thin air, it usually appears that the object or creature was created on the spot.

DIVINATION spells find or reveal things that are lost, hidden, or obfuscated. They can give glimpses of the future, unearth forgotten secrets, translate languages, locate lost or hidden objects, or penetrate illusions, invisibility, or disguises.

ENCHANTMENT spells mostly affect a target creature's mind or senses. A few Enchantment spells are different and instead let you imbue a creature, object, or place with magical properties.

EVOCATION spells call on raw elemental forces, and usually deal destruction.

ILLUSION spells change how a creature, object, or place appears; or how the affected thing seems to other senses.

NECROMANCY spells directly manipulate the forces of life and death.

TRANSMUTATION spells can change the nature of a creature, object, or place. They might transform one thing into another, or make a thing weaker, stronger, bigger, or smaller. Many of these spells are minor alterations in the fabric of reality rather than a mere change in substance.

1.8.1.5. HOW TO READ THE SPELL DESCRIPTIONS

SPELL NAME

Sometimes two different classes have spells of the same name. Even though these spells have the same name, their effects can be slightly different. For example, the arcane (magic-user) version of *Detect Magic* isn't the same as the divine (cleric) version. Make sure you're looking up the right version for your class.

Beneath the spell name is a short description. The first word is always arcane (mage), divine (cleric), druidic (druid) or phantasmal (illusionist), and it indicates which character classes can cast the spell. The second word is the spell's school: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy or transmutation. After this, the spell's level is listed. Check your class description from Chapter 1 to see which spell levels you can use; *it isn't the same as your character's level*. For example, a 6th level cleric can't cast 6th level cleric spells.

RANGE

A spell's range is (usually) the maximum distance to the centre of the spell's area of effect. You can choose any range for your spell, up to this maximum, when you cast it.

Most spells have a range expressed in feet.

If the range is "Caster", then the spell originates from you and moves when you do.

If the range is "Nil", then the spell originates from where you're standing when you finish casting the spell, but doesn't move when you do.

If the range is "Touch", then it affects a creature you touch. The creature can choose whether to try to avoid your touch, in which case you must roll "to hit" the creature as if you were striking it with a weapon. If you hit, the spell takes effect, and if you miss, it doesn't, although you can keep trying to hit in later rounds as long as you don't cast a different spell. In either case, you still lose the spell from your memory (empty the spell slot) once it is cast; there are no exceptions to this rule.

DURATION

This is how long a spell lasts. Some spells are *permanent*, which means they last indefinitely but can be removed, for example by *dispel magic*. Other spells are *instantaneous*, which means they happen once and their effects can't be dispelled afterwards. For example, a *fireball* is instantaneous. The fireball is magical but the damage it does can't be removed by *dispel magic* after it's gone off. Likewise, a *cure light wounds* spell is instantaneous, and the healing it does can't be removed by *dispel magic* afterwards.

Many spells have durations that are determined by the caster's level in the spellcasting class. When a spell's duration says something like "1 round per cleric level", it refers to the *caster's* levels in the cleric class, not the target's.

Many spells are measured in OSRIC's standard increments of time. These are as follows:

10 segments = 1 round (a minute)

10 rounds = 1 turn (10 minutes)

6 turns = 1 hour (60 minutes)

Just to clarify and emphasise for people who might be accustomed to superficially similar game systems: *In OSRIC, a turn is longer than a round*.

Continuing Duration

Some spells have "Continuing" as their duration. This means the spell doesn't have a fixed duration but continues as long as the caster continues to cast it.

Concentration

Some spells need "Concentration". This means that for the spell's whole duration, you must concentrate on maintaining it. While you're concentrating, you can't cast another spell, and unless the spell description says otherwise, you cannot move, fight with another weapon, or use another power such as Turn Undead. The concentration lasts until the spell ends, unless you choose to stop concentrating. When you stop concentrating, the spell ends.

Concentration is broken if you're killed, knocked out, stunned, mesmerised, or charmed, and some GMs might say your concentration is broken if you take substantial amounts of damage. When your concentration is broken, the spell ends.

AREA OF EFFECT

This may be a geometric shape, such as "30ft radius", in which case the area of effect doesn't move.

Area of effect might also be certain creatures or objects, in which case the area of effect moves with those creatures or objects until the spell ends. Often, a spell is a geometric shape that can move. In this case the Area of Effect will say something like "15ft radius around creature or object affected".

Some spells may have two or more possible areas of effect. When this happens, you can choose which area of effect applies when you cast the spell.

The default rule for measuring distance when using 5ft squares is that if a measurement enters the square, it affects the entire square.

COMPONENTS

Spells have one, two or three *components*. They're listed as V, S, and/or M.

"V" means Verbal. You must speak a mystical incantation to cast the spell. You can't whisper a verbal component: you must speak it aloud. You can't cast a spell with a verbal component if you're affected by a *silence* spell, or gagged.

"S" means Somatic, which is to say, gestures. You can only cast a spell with a somatic component if you have free use of at least one hand. (Some spellcasting creatures can use other appendages, such as tentacles, to gesture with. Humans and demi-humans must use their hands.)

"M" means Material. You need an object to cast the spell. OSRIC leaves it to the GM to decide which objects are appropriate, but if the object has a gold piece cost, then the spell will say so. Sometimes, casting the spell might destroy the material component used.

CASTING TIME

This is how long it takes you to cast the spell. See Duration, above, and Time Measurement (Section 1.5.1), for how this works.

Where a spell has a casting time, you must continue to cast the spell for its entire casting time. The only things you can do are to speak the spell's magic words (if it has a verbal component), make its magical gestures (if it has a somatic component), and handle any material components in the precise manner prescribed by the spell. If you stop casting, suffer damage, or if you walk, run, or ride a mount while you're casting a spell, then the spell is interrupted. You *can* cast a spell from a moving vehicle such as the deck of a ship.

The casting time includes the segment in which the caster begins casting. See examples below.

Fast: A spell with a 1-segment casting time. The spell takes effect in the same segment it is cast.

1 Round: The spell takes effect in the next round, in the same segment number as the start of casting in the prior round.

1 Turn: The spell takes effect 9 rounds after the round in which it was cast, in the same segment number it was originally cast.

For spells with a casting time measured in segments:

Segment when spell takes effect = (segment when caster begins casting: the caster initiative segment) + (casting time minus 1).

Examples:

- A spell cast in segment 1 with a 2-segment casting time takes effect in segment 2.
- A spell cast in segment 1 with a 5-segment casting time takes effect in segment 5.
- A spell cast in segment 5 with a 4-segment casting time takes effect in segment 8.
- A spell cast in segment 6 with an 8-segment casting time would take effect in segment 13, but there is no segment 13, so it will go off in segment 3 of the next round.

Continuing Casting Time

Some spells have "continuing" as part of their casting time. This means that the spell takes effect after the listed casting time, but you must continue to cast the spell in order to maintain it. If the casting is interrupted, the spell ends.

All the normal casting time rules apply during a continuing casting time, except that you can choose to walk. When you do this you can move up to half your normal speed. You can't leap, swim, or climb as part of this movement (exception: non-humanoid creatures can use their normal mode of locomotion, so a spell casting merman could choose to swim).

Continuing casting time isn't the same as concentration. During a continuing casting time, you're still chanting the spell's mystic syllables, and you're still making its magical gestures if any.

REVERSE

Some spells are reversible. They are treated as the same spell for purposes of being able to understand the magic. If you can memorise a spell, and the spell has a reverse, then you can choose to memorise the reverse of the spell instead.

When your character is preparing for an adventure, reversible spells must be memorised in one form or the other. After you've memorised one version of the spell, you can't change your mind and cast the reversed form. You can, of course, use two spell slots to memorise both versions of a reversible spell.

1.8.2. CLERIC SPELLS BY LEVEL

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7
1	Bless	Augury	Animate Dead	Cure Serious Wounds	Atonement	Aerial Servant	Astral Spell
2	Command	Chant	Continual Light	Detect Lie	Commune	Animate Object	Control Weather
3	Create Water	Detect Charm	Create Food & Water	Divination	Cure Critical Wounds	Blade Barrier	Earthquake
4	Cure Light Wounds	Find Traps	Cure Blindness	Exorcise	Dispel Evil	Conjure Animals	Gate
5	Detect Evil	Hold Person	Cure Disease	Lower Water	Flame Strike	Find the Path	Holy Word
6	Detect Magic	Know Alignment	Dispel Magic	Neutralise Poison	Insect Plague	Heal	Regenerate
7	Light	Resist Fire	Feign Death	Protection from Evil 10ft radius	Plane Shift	Part Water	Restoration
8	Protection from Evil	Silence 15ft Radius	Glyph of Warding	Speak with Plants	Quest	Speak with Monsters	Resurrection
9	Purify Food & Drink	Slow Poison	Locate Object	Sticks to Snakes	Raise Dead	Stone Tell	Symbol
10	Remove Fear	Snake Charm	Prayer	Tongues	True Seeing	Word of Recall	Wind Walk
11	Resist Cold	Speak With Animals	Remove Curse				
12	Sanctuary	Spiritual Weapon	Speak With Dead				

1.8.2.1. FIRST LEVEL CLERIC SPELLS

BLESS

Divine transmutation, level 1

RANGE	60ft
DURATION	6 rounds
AREA OF EFFECT	Cube, 50ft x 50ft x 50ft
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

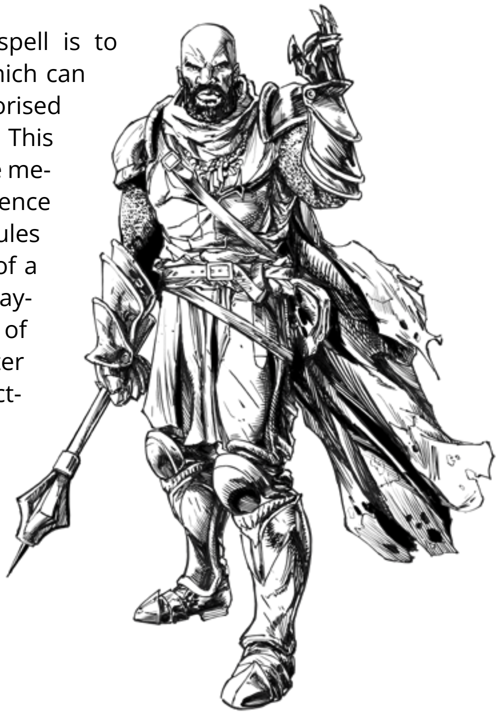
The selected creatures in the area of effect can choose to add +1 to their “to hit” rolls in combat and +5% to their morale checks.

Details

This spell can target creatures within the area of effect that aren’t in melee when the spell is cast (must be 10ft distant from enemies). When you cast the spell, you can choose any number of creatures and decide they aren’t affected.

This spell is normally used as a blessing on your allies (and yourself), granting bonuses in combat and morale checks.

An alternative use for this spell is to bless an object or a place, which can be done even if you memorised the spell for blessing people. This doesn’t usually have any game mechanical effects, but can influence events outside the ordinary rules (such as undoing the effects of a wicked action in the past, or laying the dead fully to rest). Part of the ritual for making holy water is to bless the water to be affected, and in some cases blessed missiles might do special harm to some kinds of evil creature.



REVERSIBLE AS CURSE:

CURSE

Divine transmutation, level 1

RANGE	60ft
DURATION	6 rounds
AREA OF EFFECT	Cube, 50ft x 50ft x 50ft
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	Yes (negates effect)

Chosen creatures in the area of effect must take a penalty of -1 to their "to hit" rolls in combat and -5% to their morale checks.

Details

This spell can target creatures within the area of effect that aren't in melee when the spell is cast (must be 10ft distant from enemies). When you cast the spell, you can choose any number of creatures and decide they aren't affected.

Like a bless spell, a curse spell can be used to curse an object or place, but the effect is too minor to have any rules-based consequence.

COMMAND

Divine enchantment. level 1

RANGE	10ft
DURATION	1 round
AREA OF EFFECT	One creature
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	See below

You issue a one-word command to the targeted creature, and they might be forced to obey for one round. The command must be very clear (unambiguous), so only a few commands are normally used.

Details

The creature must be able to hear you, and doesn't have to obey unless the command is in a language it understands.

This spell is considered in the nature of a charm and of mental domination, so many creatures such as golems, constructs, elementals, and undead are immune.

The target creature doesn't have to obey unless the command is a verb.

The target creature may roll a saving throw against spells and other magical effects *only* if it meets one or more of the following criteria. Otherwise, the spell takes automatic effect, assuming the command is clear.

- If it is a character, its Intelligence score is 13 or greater;
- If it is a monster, its Intelligence stat is High or greater;
- If it is level 6 or more; or
- If it has 6 or more hit dice.

The target creature applies its Wisdom save modifier, if it has one, to this saving throw. If it succeeds at the saving throw, then it doesn't have to obey.

Some typical commands, with their effects, are:

- **Approach**. The target moves up to its full movement directly towards you. The spell ends as soon as it moves within 5ft of you.
- **Die.** The target falls to the ground in a catatonic state for one round. Although it recovers at the start of the next round, it remains prone until it can act.
- **Dive**. If there's a body of liquid within 5ft of the target, it jumps in. If there isn't, it falls prone. Although it recovers at the start of the next round, it remains prone until it can act.
- **Flee**. The target moves its full movement such that when it's finished moving, it's at the maximum possible distance away from you. If there are several destination points that are equally distant, it can choose which one it moves to.
- **Grovel**. The target falls prone and grovels. It can't do anything else for one round. Although it recovers at the start of the next round, it remains prone until it can act.
- **Halt**. The target stops moving and can't move again this round. If it's flying, it can choose to hover. If it's on foot, it can choose to remain standing.

You can give other commands as well. If you do, your GM decides how the target reacts.

CREATE WATER

Divine conjuration, level 1

RANGE	10ft
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

For each level you have in the cleric class, you can conjure up to sixteen litres of water from the Elemental Plane of Water, from a targeted point. You can limit the amount of water created if you choose.

Details

Unless the target point is inside a receptacle, the water immediately spills.

The target point can't be inside a creature.

REVERSIBLE AS DESTROY WATER:

DESTROY WATER

Divine conjuration, level 1

RANGE	10ft
DURATION	Instantaneous
AREA OF EFFECT	Up to 30 cubic feet
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

For each level you have in the cleric class, you can dispel up to sixteen litres of water, ice, steam, or fog, causing it to vanish from existence into the Elemental Plane of Water in the area around a targeted point. You can limit the amount of water to be destroyed if you choose.

Details

Any impurities remain on the Prime Material, so for example, dispelled seawater leaves a crust of salt behind it.

The target point can't be inside a creature.

CURE LIGHT WOUNDS

Divine necromancy, level 1

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

The target creature regains 1d8 hit points, up to its normal maximum. Any healing over the creature's normal maximum is wasted. You must be able to see and touch the target creature.

Details

This spell can't cure diseases, reattach limbs, bring back the dead, or heal any other affliction that isn't an injury measured in hit points. These more serious injuries must be healed with more powerful spells.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS CAUSE LIGHT WOUNDS:

CAUSE LIGHT WOUNDS

Divine necromancy, level 1

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

The touched target creature takes 1d8 hit points of magical damage, even if it is immune to mundane weapons. You must be able to see and touch the target creature.

Details

If you miss the to-hit roll on the target, no damage is inflicted and the spell is lost.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

DETECT EVIL

Divine divination, level 1

RANGE	Caster
DURATION	1 turn, plus 5 rounds per cleric level
AREA OF EFFECT	Path 10ft wide and 120ft long
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

You see an aura around each evil-aligned creature, object, or place within the area of effect.

If the creature, object, or place is invisible, then you know where it is (surrounding aura), but you still can't see details of the actual invisible thing. If you make an attack roll against it, then the "to hit" roll penalty for attacking an invisible target is halved, so usually -2 instead of -4.

Details

Only the caster "sees" the aura of evil presences. This spell reveals evil alignments, not danger, so you won't necessarily spot a mindless trap or a poisoned wineglass. The spell doesn't necessarily detect curses, although some of the most atrocious curses do make the cursed item inherently evil.

Opaque materials can interfere with the spell. The spell can only penetrate metal if it's one inch thick or less, and brick or stone if it's one foot thick or less.

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This spell only detects a creature, object, or place if it has an evil alignment or if something in the rules specifically describes it as evil, fiendish, demonic, or devilish. Otherwise, this spell doesn't detect it.

You must concentrate on maintaining the spell, or it ends. See Section 1.8.1.5 (Concentration) for how this works.

REVERSIBLE AS DETECT GOOD:

DETECT GOOD

Divine divination, level 1

RANGE	Caster
DURATION	1 turn, plus 5 rounds per cleric level
AREA OF EFFECT	Path 10ft wide and 120ft long
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

You see an aura around each good-aligned creature, object, or place within the area of effect.

If the creature, object, or place is invisible, then you know where it is (surrounding aura), but you still can't see details of the actual invisible thing. If you make an attack roll against it, then the "to hit" roll penalty for attacking an invisible target is halved, so usually -2 instead of -4.

Details

Only the caster "sees" the aura of good presences. This spell reveals good alignments, not safety or benefit, so you won't necessarily spot a healing potion or helpful item.

Opaque materials can interfere with the spell. The spell can only penetrate metal if it's one inch thick or less, and brick or stone if it's one foot thick or less.

This spell only detects a creature, object, or place if it has a good alignment or if something in the rules specifically describes it as good or holy. Otherwise, this spell doesn't detect it.

You must concentrate on maintaining the spell, or it ends. See Section 1.8.1.5 (Concentration) for how this works.

DETECT MAGIC

Divine divination, level 1

RANGE	Caster
DURATION	1 turn
AREA OF EFFECT	Path 10ft wide and 30ft long
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

You see an aura around each magical creature, object, or place within the area of effect.

If the creature, object, or place is invisible, then you know where it is, but you still can't see it. If you make an attack roll against it, then the "to hit" roll penalty for attacking an invisible target is halved, so usually -2 instead of -4.

Details

Only you (the caster) can "see" the magical auras. The spell reveals enchantments, not powers, so it would detect a magic item but it wouldn't detect a druid (or other spellcaster) unless they were using a spell.

Solid material can block the spell. The spell can only penetrate metal if it's one inch thick or less, and brick or stone if it's one foot thick or less.

Unlike the magic-user version of this spell, you can't tell which school or schools of magic are affecting the target.

You must concentrate on maintaining the spell, or it ends. See Section 1.8.1.5 (Concentration) for how this works.

LIGHT

Divine transmutation, level 1

RANGE	60ft
DURATION	6 turns + 1 turn per cleric level
AREA OF EFFECT	20ft radius sphere
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	See below

You create a magical light, centred on the target, which may be a point in space, a creature, or an object. You can extinguish the light at will.

If your target is an area of magical darkness, then the darkness is nullified for the spell's duration but there is no additional magical light created; the spells cancel each other.

Details

The light is stationary, unless you cast it on a creature or object that moves, in which case it moves with that creature or object.

If your target is a creature, then it can choose to roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw.

- If it passes the saving throw, then your spell produces a stationary light in the air just behind your target creature, rather than affecting the creature itself.
- If it fails the saving throw and the target was its eyes or light-sensing organs, the target is blinded for the spell's duration. If the spell was just targeted on the creature in general, there is no blinding effect.

REVERSIBLE AS DARKNESS:

DARKNESS

Divine transmutation, level 1

RANGE	60ft
DURATION	3 turns + 1 turn per two cleric levels
AREA OF EFFECT	20ft radius sphere
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	See below

You create magical darkness, centred on a target location, which can be a creature, object, or even a location in thin air. You can eliminate the darkness at will. Light sources, including magical light such as from a glowing sword, do not illuminate the area affected by the spell, but an actual *light* spell may counteract this spell.

Details

If your target is a light source, then the light is extinguished for the spell's duration but no additional magical darkness is created. The light source is simply cancelled.

The darkness is stationary, unless you cast it on a creature or object that moves (you cannot order the spell effect to move after casting).

If your target is a creature, then it can choose to roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary point of darkness in the air just behind your target creature, rather than affecting the creature itself.

As an optional rule, some GMs rule that infravision can see through the divine version of Darkness spells. This optional rule only affects Darkness spells cast using a cleric spell slot.

PROTECTION FROM EVIL

Divine abjuration, level 1

RANGE	Touch
DURATION	3 rounds per cleric level
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

This spell creates an invisible barrier against evil and summoned creatures, protecting you or one creature you touch. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *evil creatures*. Creatures that are *both* evil and conjured, such as demons, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, on an object, or on a place or point in space.

The target creature is warded (in different ways) against all of the following:

1. Creatures that have an evil alignment must take a penalty of -2 on their attack rolls vs the warded creature. The warded creature may add +2 to any saving throws that are caused by an evil creature (or an effect it causes, such as a spell).

2. Effects that the rules specifically describe as evil, fiendish, demonic, or devilish allow a +2 to saving throws. This is not cumulative with the +2 for effects caused by evil creatures.
3. All conjured or summoned creatures *regardless of alignment* cannot attack the warded creature by touch (claws, teeth, etc.). However, they are not subject to the penalties described in (1) unless they are actually evil. **Example:** a djinni is a summoned creature, and thus cannot touch a warded person. However, since it is not evilly-aligned, it can attack with a weapon with no penalty.

Ghouls have this additional penalty: They are kept at bay. This means the ghoul can't make any move that would reduce the distance between the ghoul and the warded creature, but if the warded creature approaches the ghoul, the ghoul doesn't have to retreat.

Some GMs rule that Protection from Evil keeps other creatures, as well as ghouls, at bay.

REVERSIBLE AS PROTECTION FROM GOOD:

PROTECTION FROM GOOD

Divine abjuration, level 1

RANGE	Touch
DURATION	3 rounds per cleric level
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

This spell creates an invisible barrier protecting you or one creature you touch. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *good-aligned creatures*. Creatures that are *both* good-aligned and conjured, such as djinn, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, on an object, or on a place or point in space.

The target creature is warded (in different ways) against all of the following:

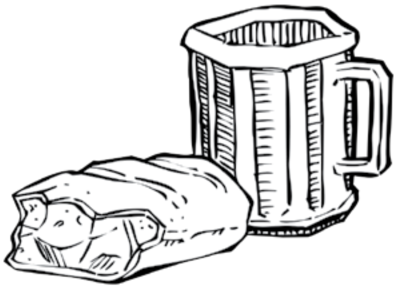
1. Creatures that have a good alignment must take a penalty of -2 on their attack rolls vs the warded creature. The warded creature may add +2 to any saving throws that are caused by a good-aligned creature (or an effect it causes, such as a spell).
2. Effects that the rules specifically describe as holy allow a +2 to saving throws. This is not cumulative with the +2 for effects caused by good creatures.
3. All conjured or summoned creatures *regardless of alignment* cannot attack the warded creature by touch (claws, teeth, etc.). However, they are not subject to the penalties described in (1) unless they are actually good-aligned. **Example:** an efreeti is a summoned creature, and thus cannot touch a warded person. However, since it is not good-aligned, it can attack with a weapon with no penalty.

PURIFY FOOD AND DRINK

Divine transmutation, level 1

RANGE	30ft
DURATION	Instantaneous
AREA OF EFFECT	1 cubic foot per cleric level
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	None

You detoxify a volume of food and drink, removing all spoilage, disease, and poisons. This spell also neutralises unholy water.



Details

This spell only affects objects, not creatures. So for example, while a venomous snake might be edible, this spell has no effect on the snake while it's still alive.

This spell makes a substance safe to eat for you, the caster (and anyone with an identical metabolism). It doesn't remove things that you don't experience as poison. When cast by clerics of some religions, it denatures alcohol, but clerics of other religions leave the alcohol untouched.

REVERSIBLE AS SPOIL FOOD AND DRINK:

SPOIL FOOD AND DRINK

Divine transmutation, level 1

RANGE	30ft
DURATION	Instantaneous
AREA OF EFFECT	1 cubic foot per cleric level
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	None

This spell causes food and drink to become spoiled and inedible, and it neutralises holy water.

Details

The food and drink is detectably spoiled, and most creatures will know not to eat or drink it by the smell. A creature that *does* consume a substance tainted by this spell must attempt a saving throw vs poison. If it passes, it vomits up the tainted substance before it takes any damage. If it fails, it takes 3d6 points of poison damage, and then suffers a penalty of -2 on its "to hit" rolls and saving throws for 24 hours.

This spell only affects objects, not creatures. So for example, casting it on an undead creature doesn't cause rotting damage, even if you argue that the undead creature is edible. The author (Stuart) is still slightly appalled about that preceding sentence, but it's a question that's needed settling in game.

REMOVE FEAR

Divine abjuration, level 1

RANGE	Touch
DURATION	1 turn or instantaneous (see below)
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	None

This spell adds to the targeted creature's courage, allowing new saving throws versus fear (see below) or granting a bonus to future saving throws against fear. The targeted creature must be normally living, so not a construct, elemental, golem, or undead.

Details

If the target is already affected by fear, then the duration of this spell is *instantaneous,* allowing the target to roll a new saving throw (immediately and only once) against each fear effect they're currently suffering, even if they've already failed a saving throw against the same effect before. This new saving throw is against spells and other magical effects, and the target can choose to add a bonus of +1 to this saving throw for each level you have in the cleric class.

If the target isn't already affected by fear, then the duration of this spell is *1 turn*. The target is warded against fear. Each time they make a saving throw against a fear effect during this time, they can add +4 to their saving throw.

This spell can't overcome the fear caused by deities or other creatures of similar power.

The psychic damage caused by illusions and enchantments isn't a fear effect for the purposes of this spell, so for example, *remove fear* doesn't counter *phantasmal killer*.

This spell counters supernatural fear, so it does not affect morale (unless morale is used to calculate a spell's effect).

REVERSIBLE AS CAUSE FEAR:

CAUSE FEAR

Divine enchantment, level 1

RANGE	Touch
DURATION	1 round per cleric level
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	Negates effect

This spell creates fear in a targeted creature unless it succeeds at a saving throw. The targeted creature must be normally living, so not a construct, elemental, golem, or undead. A to-hit roll is usually required to touch the target.

Details

The target creature applies its Wisdom save modifier, if it has one, to the saving throw.

Until the spell ends, the target always moves its full movement such that when it's finished moving, it's at the greatest possible distance away from you. If there are several destination points that are equally distant, it can choose which one it moves to.

A creature can't cast spells while it's affected by fear.

An affected creature can't attack unless both (a) the target of the attack is between it and an exit route, and (b) it has no other way round the creature. If it attacks a creature while afraid, it has a penalty of -4 on its attack roll.

RESIST COLD

Divine abjuration, level 1

RANGE	Touch
DURATION	1 turn per cleric level
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell protects you or one targeted creature from cold, which includes certain protections against magical cold in combat situations.

Details

The warded creature is safe from non-magical cold, and is comfortable in lightweight clothing at low temperatures. If the temperature drops below arctic levels, the target creature begins to feel chilly.

The warded creature gains all of the following benefits:

1. All cold damage the warded creature takes is halved. If the damage is already halved, for example because the warded creature passed a saving throw, then it's halved again. Round fractions down.
2. The warded creature can choose to attempt a saving throw against any magical effect that deals cold damage, even if that effect doesn't normally allow a saving throw. If there's doubt about which kind of saving throw to use, it's against spells and other magical effects.
3. When the warded attempts a saving throw against cold damage, it can choose to add +3 to its saving throw.

SANCTUARY

Divine abjuration, level 1

RANGE	Touch
DURATION	2 rounds plus 1 round per cleric level
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	See below

You can cast this spell on yourself or one other creature. To enemies, the protected creature seems like a low priority target who is of little threat.

For the duration of the spell, any creature trying to make an attack (or cast a spell) that specifically targets the protected creature must attempt a saving throw vs spells. If it passes the saving throw, it can attempt the attack or cast the spell. If it fails, it cannot target the protected creature, although it may attack or cast the spell at an alternative target. If there's an alternative target within range, then this effect doesn't delay the attack or interrupt the casting: all it does is divert the attack to the other target.

Details

If the protected creature makes a weapon attack or an unarmed attack, or uses a spell that affects an enemy, then the spell ends.

Creatures can still make attacks and effects that *don't specifically target* the protected creature. For example, if an enemy magic-user casts a fireball whose target point is 5ft in front of the spell's recipient, they can do so without a saving throw: the protected creature isn't considered the specific target of that spell.

1.8.2.2. SECOND LEVEL CLERIC SPELLS

AUGURY

Divine divination, level 2

RANGE	Caster
DURATION	Instantaneous
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	2 rounds
SAVING THROW	None

Instruments of divination, which are required for the spell, respond to a question about what might happen in the near future based on a proposed course of action. The results are vague, and there is also a chance that you will make an inaccurate reading.

Details

When you finish casting this spell, your GM secretly rolls to see if you interpret the omen correctly. Your chance of success is 70% plus 1% for each level you have in the cleric class. If you don't interpret the omen correctly, then your GM will give you random inaccurate answer instead of the accurate one.

You can't cast this spell unless you have instruments of divination. These could be a set of sticks made from dragon's bone or gold; a crystal ball; the entrails of a sacrificial animal; a set of tarot cards; or any other means that your GM says is appropriate for your religion and culture. These instruments of divination must be worth at least 100 gp.

When you cast the spell, you ask about the results of a specific course of action that you plan to take within the next 30 minutes. The instruments of divination will respond with one of the following:

- "Weal", for results that are generally favourable to you and your allies.
- "Woe", for results that are generally unfavourable to you and your allies.
- "Weal and woe", for both good and bad results.
- "Nothing", for results that aren't especially favourable or unfavourable.

The worlds of OSRIC aren't deterministic. Any creature's fate depends partly on its own choices and decisions, and partly on the actions of others. Therefore, the future isn't preordained. The divination power knows what's *likely* to happen, not what *will* happen.

CHANT

Divine abjuration, level 2

RANGE	Nil
DURATION	Continuing
AREA OF EFFECT	30ft radius around the point where you were standing when you finished casting this spell
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	None

You chant holy words and prayers. After the first round (casting time), and for as long as you continue to remain stationary and chant, your friends and allies (including you) receive minor divine assistance, and enemies are obstructed.

Details

Casting this spell makes a moderate amount of sound: it is heard within 30ft, and can be heard as far as 60ft away on a die roll of 5 or 6 (on 1d6).

The spell effects are cumulative with the effects of a *prayer* spell.

Until the spell ends, all the following modifiers apply within the area of effect:

1. You and your allies can choose to add a bonus of +1 to your attack rolls, damage rolls, and saving throws; and
2. Your enemies must subtract a penalty of -1 to their attack rolls, damage rolls, and saving throws.

DETECT CHARM

Divine divination, level 2

RANGE	30ft
DURATION	1 turn
AREA OF EFFECT	Up to 10 creatures within range
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	See below

An aura, visible only to the caster, forms around any creature within the area of effect who is being magically influenced or controlled. In some cases, a saving throw is made.

Details

This spell reveals magical control or influence. It doesn't tell you when a creature has been affected by non-magical propaganda, persuasion, or deception.

If the target creature has been affected by a *charm* spell, there is no saving throw, but if it has been dominated by a monster using a mental domination ability other than a charm, then the target creature must attempt a saving throw vs spells. If it passes, the charm isn't revealed.

A few creatures can control, influence, or dominate another creature using psychic or psionic powers. Your GM decides whether these psychic or psionic powers are "magical" in their campaign.

If the creature is invisible, then you know where it is, but you still can't see it. If you make an attack roll against it, then the "to hit" roll penalty for attacking an invisible target is halved, so usually -2 instead of -4.

REVERSIBLE AS CONCEAL CHARM:

CONCEAL CHARM

Divine enchantment, level 2

RANGE	30ft
DURATION	1 turn
AREA OF EFFECT	One creature within range
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	None

Until this spell ends, *detect charm*, *detect magic*, and other magical divinations don't reveal this or any other enchantment spells that *you* cast on the spell's target. Such spells still reveal any enchantment spells cast by others.

Details

This spell protects your enchantment spells from *magical* detection. Non-magical questioning or testing isn't affected. No saving throw applies to the spell. The actual charm might be cast before or after the concealment, but the duration of the spell begins running out immediately, even if the actual charm has not yet been cast.

A few creatures can explore another creature's mind using psychic or psionic powers. Your GM decides whether these psychic or psionic powers are "magical" in their campaign.

FIND TRAPS

Divine divination, level 2

RANGE	30ft
DURATION	3 turns
AREA OF EFFECT	10ft wide path originating from you
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell reveals the presence of magical and mechanical traps within the area of effect. You (and only you) can perceive the exact location of each trap; if the trigger mechanism is in the area of effect, you see that as well. You also learn the basic threat that the trap represents.

Details

If there's doubt, then for the purposes of this spell, a trap is anything that would have an unexpected effect that you would consider undesirable, as long as that thing isn't a creature. So, *find traps* would reveal a poison needle trap in a lock, a tripwire that's linked to a warning bell, a natural weakness in the floor, or a glyph of warding.

Since only the basic nature of the trap is revealed, you might not learn the exact type of poison, quantity of rocks that would fall, depth of a pit, and so on. This is a matter for the GM to decide.

If the trap is magical or if it's concealed by magic, then for each level you have in the cleric class, there's a 10% chance that you can detect the school of magic that's involved.

The spell doesn't detect creatures, so it wouldn't reveal a kobold ambush or a venomous spider lurking in a skull. It doesn't tell you how to avoid or disarm the trap.

HOLD PERSON

Divine enchantment level 2

RANGE	60ft
DURATION	4 rounds, plus 1 round for each level you have in the cleric class
AREA OF EFFECT	1, 2, or 3 creatures of your choice within the range
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	Negates

The selected creatures must make a saving throw against spells or be paralysed. The difficulty of the saving throw depends on the number of creatures targeted (see below).

Details

Creatures aren't affected if they are not bipedal (human, demi-human, or humanoid-like) and size Medium or smaller.

An affected creature is allowed a saving throw vs spells. The target creature applies its Wisdom save modifier, if it has one, to this saving throw. There's a further modifier that depends on how many creatures you chose to affect:

- If you chose to affect only one creature, it saves at -2
- If you chose to affect two creatures, there's no modifier
- If you chose to affect three creatures, each creature saves at +2.

Held creatures can't move their voluntary muscles, but their hearts keep beating and they can choose to continue to breathe. If the creature has a psychic or psionic power that it can use without moving any voluntary muscles, then it can still use that power.

COMBAT EFFECTS

This is a reminder about the rules applicable to paralyzed creatures, so the word "you" applies to everyone, not just to the caster of the spell. *Held* creatures are physically helpless. If you're holding a hand weapon and not in melee, then you can use your hand weapon to automatically kill one *held* creature each round. If you're not in melee and you're holding a rope, chain, or other means of binding, then instead of attacking, you can bind one *held* creature each round.

In some cases (if you are still in melee with others, have multiple attacks, or if your objective is to cast a touch spell) you might choose to make normal attacks rather than the automatic kill approach. If you attack a *held* creature with a weapon attack, unarmed attack, or touch spell, then you always hit it unless you choose to miss. When you hit it with a weapon attack or unarmed attack, you can choose to inflict the maximum possible damage instead of rolling it, and if every creature you're attacking is *held*, then your number of attacks this round is doubled.

KNOW ALIGNMENT

Divine divination, level 2

RANGE	Caster
DURATION	1 turn
AREA OF EFFECT	1 creature, object, or place per round
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

After casting this spell, you can focus on one target (a creature, object, or place) per round that is within 10ft of you, and learn its alignment.

Details

This spell reveals alignments, not danger, so you won't necessarily spot a mindless trap or poisoned wineglass. The spell doesn't necessarily detect curses, although some of the most atrocious curses do make the cursed item inherently evil (typically neutral evil).

Opaque materials can interfere with the spell. The spell can only penetrate metal if it's one inch thick or less, and brick or stone if it's one foot thick or less.

Most places don't have alignments, except for temples (which have the god's alignment, unless the temple's been desecrated), portals to outer planes (which have the target plane's alignment), and places that are specifically described as good, evil, holy, or unholy.

REVERSIBLE AS CONCEAL ALIGNMENT:

CONCEAL ALIGNMENT

Divine abjuration, level 2

RANGE	Touch
DURATION	Up to 1 turn
AREA OF EFFECT	From 1 to 10 creatures, objects, or places
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

When this spell is cast, you obscure the alignments of a certain number of creatures, objects, or places (see below), causing *detect evil*, *detect good*, and *know alignment* to perceive the creatures as neutral.

Details

This spell also affects special abilities. Thus, if a monster has the ability to know alignments, it would be fooled by this spell even though it does not have to cast a *know alignment* spell. A paladin's *detect evil* ability is also fooled by the spell.

The duration depends on how many creatures, objects, or places you decide to affect, according to this table:

TARGET	DURATION
1	1 turn
2	5 rounds
3	3 rounds
4 or 5	2 rounds
6 to 10	1 round

RESIST FIRE

Divine abjuration, level 2

RANGE	Touch
DURATION	1 turn for each level you have in the cleric class
AREA OF EFFECT	1 creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell protects the target against fire damage and heat as described below.

Details

The warded creature is safe from non-magical fire. **Example:** not damaged by torches.

The warded creature is immune from ill-affects caused by normal heat temperatures (up to boiling).

The warded creature gains all of the following benefits against magical or very hot fire:

- *Provides Saving Throw.* The warded creature can attempt a saving throw against any magical effect that deals fire damage, even if that effect doesn't normally allow a saving throw. If there's doubt about which kind of saving throw to use, it's against spells and other magical effects.
- *Improves Saving Throw.* When the warded is already allowed a saving throw against fire damage, it can choose to add +3 to its saving throw.
- *Reduces Damage.* All fire damage the warded creature takes is halved. If the damage is already halved, for example because the warded creature passed a saving throw, then it's halved again. Round fractions down.

SILENCE 15 FT RADIUS

Divine transmutation, level 2

RANGE	120ft
DURATION	2 rounds for each level you have in the cleric class
AREA OF EFFECT	15ft radius sphere around the target
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	See below

This spell may be targeted on a creature, object, or point in space. It creates a zone of silence in the area of effect. Within the area of effect:

- No sound can be produced at all; and
- No sound can be heard, even if that sound originates from outside the zone.

Details

Objects and points in space don't get a saving throw.

If the target is a creature, it can choose to attempt a saving throw vs spells and other magical effects. If it makes the saving throw, then the spell's target is no longer that creature, but the 5ft square the creature is standing in (the creature can leave the area of effect). If the creature fails the saving throw, then it remains the target, so the area of effect originates from the creature and moves with it.

The spell has the following combat effects:

1. Nobody can cast spells that have a verbal component within the area of effect; and
2. Attempts to sneak or move quietly always succeed if the attempting creature is within the area of effect; and

3. Creatures that use echolocation as their primary sense, such as bats and dolphins, are blinded. Such creatures suffer a penalty of -4 on their "to hit" rolls.

SLOW POISON

Divine necromancy, level 2

RANGE	Touch
DURATION	6 turns for each level you have in the cleric class
AREA OF EFFECT	1 creature
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell slows the effect of poison, and is used to keep someone alive until the poison can be neutralised by other means, such as a *neutralise poison* spell or an antidote.

Details

Poison is often described as "save or die", disregarding the fact that death isn't instantaneous. When a person fails a saving throw against poison, there is a window of time "after death" during which this spell can slow the poison and keep the victim alive. The length of the time window depends on your level as a cleric.

1. If your target is a creature that's been poisoned but hasn't died of the poison, then any poison damage it has taken is slowed. (This can arise when a poison deals damage over several rounds). Record how much poison damage it had taken when this spell was cast. This is the *slowed damage*. Slowed damage is healed when the spell is cast. During the spell's duration, the poisoned creature takes 1 hp of poison damage every 10 rounds, but this damage can't take the poisoned creature below 1 hp until the spell ends. Other damage affects the poisoned creature as normal.
2. This spell can also affect creatures that have recently "died" from poison. A creature has "recently died of poison" if it died either from poison damage, or because it failed a saving throw vs poison, within a number of turns equal to one turn for each level you have in the cleric class.

If your target is a creature that has recently died of poison, then that creature is "restored" to life. It has the number of hit points it had before the poison affected it. During the spell's duration, the poisoned creature takes 1 hp of poison damage every 10 rounds, but this damage can't take the poisoned creature below 1 hp until the spell ends. Other damage affects the poisoned creature as normal.

In either case, if the poisoned creature takes any additional poison damage before the spell ends, then that poison damage isn't applied to its hit points yet, but record it as additional *slowed damage*. If the poisoned creature fails a saving throw vs poison, then the poison effects aren't applied until the spell ends.

If the poison isn't cured (by antidote or *neutralise poison*) by the time this spell expires at the end of its duration, then all the poisons that were slowed by this spell take full effect, and the poisoned creature takes the full effect of any slowed damage at that time.

SNAKE CHARM

Divine enchantment, level 2

RANGE	30ft
DURATION	Varies, see below
AREA OF EFFECT	Snakes and snake-like creatures you designate within the spell's range
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell can affect snakes, serpents, couatls, nagas, and other ophidian or serpentine creatures, which rear up and sway slowly back and forth without otherwise moving when affected. They do not attack or take any other action until the spell's duration ends. When the spell ends, these snakes forget everything that happened while they were affected.

Details

The total hit points of the snakes affected can't exceed your own hit points (when you are uninjured). If you try to target creatures with more than your uninjured hp total, then the GM will decide or randomly select creatures that aren't affected, until the total hp affected is less than your uninjured hp.

If there's doubt about what creatures are affected, then they're the creatures listed in the general spell description above, and any other reptilian creature that didn't have limbs when it hatched. Dragons, demons, devils and wyverns are not considered to be snakes and are thus not affected by the spell.

The spell's duration depends on the snakes' emotional state when the spell takes effect. Snakes that were asleep or unconscious are affected for 1d4+2 turns. Snakes that were alert are affected for 1d3 turns. Snakes that were angry or attacking are affected for 1d4+4 rounds.

Any attack on a charmed snake breaks the charm on that one snake, but not on others affected by the spell.

SPEAK WITH ANIMALS

Clerical transmutation, level 2

RANGE	30ft
DURATION	2 rounds for each level you have in the cleric class
AREA OF EFFECT	One animal within range
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell gives you the power to communicate with a nearby animal (see below for definition).

Details

When you speak to the animal, you speak in Common, and it magically understands you. It speaks in whatever way its species naturally communicates, and the words are translated into your mind (other people do not hear the translation). You can try to persuade, deceive, or bargain with the creature into performing a service for you.

This spell affects normal, non-fantastic creatures such as wolves, badgers, and bears. It also affects giant versions of these creatures as long as the giant version doesn't have additional, fantastic-type abilities. **Example:** a giant lizard would be affected, but not a basilisk (which is much like a giant lizard but has magical properties as well).

Mindless animals (INT "non" or 0) are not affected by the spell, and the animal must have an intelligence of animal, semi-, or low in order for the spell to function. **Example:** a giant lynx ("very" intelligent) would not be affected. With apologies to any evolutionary biologists who might read this, humans aren't considered animals for the purposes of this spell.

The affected creature usually won't begin combat with you while the spell is in effect, but if you or your companions have attacked the creature, it isn't forced to stop fighting by the spell.

This spell doesn't compel the affected creature to tell the truth.

SPIRITUAL WEAPON

Divine conjuration, level 2

RANGE	30ft
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	30ft radius around you
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell creates a magical force shaped like a weapon (usually a hammer, but if your deity has a sacred weapon associated with it, the force will be shaped like that weapon). The spiritual weapon cannot move more than 30ft from you, but in that radius it attacks wherever you tell it to.

Details

Each round until the spell ends, you can attack one creature within the area of effect with the Spiritual Weapon. Roll to hit as if you were attacking with a regular weapon. If you hit, your target takes 1d6 hit points of magical damage (thus, it can damage creatures immune to mundane weapons, since the damage is not blunt, piercing, or slashing). It is also not considered a "weapon" for such purposes.

The Spiritual Weapon is not a physical object and it can pass through obstacles, including walls, as long as it remains within the area of effect. If you use the Spiritual Weapon to attack a target you can't see, then you're blinded with respect to that target. If the Spiritual Weapon can attack an enemy from behind, it receives that bonus (usually +2).

You must concentrate on maintaining the spell, or it ends. See Section 1.8.1.4 (Concentration) for how this works.

1.8.2.3. THIRD LEVEL CLERIC SPELLS

ANIMATE DEAD

Divine necromancy, level 3

RANGE	10ft
DURATION	Instantaneous
AREA OF EFFECT	Up to 1 corpse for each level you have in the cleric class
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

When the spell is cast, a certain number of dead bodies (depending on your level and the number of bodies available) are animated to serve you. The undead are either skeletons or zombies depending on the level of decomposition. Larger undead can be created, but this reduces the number of bodies the spell can affect (see below).

Details

The undead creatures obey your simple verbal commands. They understand your words in any language as long as it is spoken aloud. Control cannot be delegated (you cannot tell the undead to follow someone else's orders, although you can tell them specifically what to do when another person says something).

You can't animate a corpse that's already undead.

When the undead haven't been commanded, they do nothing. They don't experience pain or fear and have no sense of self-preservation, and while doing nothing, they don't defend themselves against attacks.

The affected undead can only understand commands if they're issued loud and clear, completely unambiguous, and don't involve deduction, interpretation or reasoning. For example, they would understand "Attack the elf in the blue robe", but they wouldn't understand "Attack the wizard", because identifying the said elf as a wizard involves too much deduction. If there were two elves in blue robes, then the undead would do nothing because the command is ambiguous.

The affected undead can't perceive creatures that are more than 60ft away from them.

If you haven't given the undead a command, they do nothing. After they've completed a command, they do nothing until commanded again. If you don't issue a command to them for 7 consecutive days, they become free-willed skeletons or zombies. Free-willed skeletons or zombies defend themselves against attacks, and typically attack any living creatures larger than an insect that they can perceive. Over time, they tend to migrate towards dark places and places where evil deeds have been done.

Monster Type

- Corpses of humans, demi-humans and humanoids rise as *zombies*, or as *skeletons* if their bones are mostly exposed. They fight as standard zombies or skeletons. They can use hand weapons if they have them. Zombies lack the manual dexterity to use bows, crossbows, or slings, but can use thrown weapons if they have them. Skeletons can use missile weapons without restriction.
- Corpses of creatures that are roughly human-sized, but not human-like in shape, rise as *animal skeletons* or *animal zombies*. They can't use weapons, and they can only move by walking. So for example, even if you raise winged beings as skeletons or zombies, they can't fly.
- Corpses of creatures that are human-like in shape, but larger than human size, rise as *mighty skeletons* or zombies. These stronger creatures have the hit dice they had in life. **Example:** if you raise the zombie of an ogre, it has 4 hit dice, and if you

- raise the zombie of a stone giant, it has 9 hit dice. Each additional hit dice counts as a “corpse” in this spell’s area of effect, so if you have 9 levels in the cleric class, you could raise the zombie of a hill giant (8 hit dice) and one other human-sized creature.
- If a corpse is *both* larger than human-sized and unlike a human in shape, then you can’t animate it using this spell. **Example:** this spell isn’t powerful enough to animate a dragon skeleton.

Most good-aligned religions ban their clerics from casting this spell. Others allow their clerics to cast it only at times of great need. In most civilised lands, both casting this spell and being in control of undead are criminal acts.

CONTINUAL LIGHT

Divine transmutation, level 3

RANGE	120ft
DURATION	Permanent
AREA OF EFFECT	A globe of 60ft radius
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	See below

A divine light is created, illuminating the target (a creature, object, or point in space) and everything in a 60ft radius around the target.

Details

If your target is an area of magical darkness, both spells (*darkness* and *light*) are cancelled.

The light is stationary, unless you cast it on a creature or object that moves, in which case it moves with that creature or object.

If your target is a creature’s eyes or other sense organs, then it can roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary light in the air just behind your target creature, rather than affecting the creature itself. If it fails the saving throw it is effectively blinded until the spell ends or is dispelled.

You can’t have more than three instances of this spell running at the same time. If you cast it again, your earliest-cast Continual Light spell that’s still in effect ends.

At the end of every complete month the spell has been running, there is a 1 in 12 chance that the spell ends.

REVERSIBLE AS CONTINUAL DARKNESS:

CONTINUAL DARKNESS

Divine transmutation, level 3

RANGE	120ft
DURATION	Permanent
AREA OF EFFECT	A globe of 60ft radius
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	See below

A divine darkness is created, emanating from the target (a creature, object, or point in space). Light, including sunlight, does not illuminate anything within 60ft of the target.

Details

If your target is in an area of magical light (such as the radius of a *light* spell), both spells (*darkness* and *light*) are cancelled.

The darkness is stationary, unless you cast it on a creature or object that moves, in which case it moves with that creature or object.

You can choose to target a creature’s eyes or other sense organs. If it fails its saving throw, or if it chooses not to attempt a saving throw, then the creature is blinded for the spell’s duration. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary point of darkness in the air just behind the target creature, rather than affecting the creature itself.

This spell has the same limitations on concurrent castings and chance of ending as continual light.

As an optional rule, some GMs rule that infravision can see through the divine version of *darkness* spells. This optional rule only affects *darkness* spells cast using a cleric spell slot.

CREATE FOOD AND WATER

Divine conjuration, level 3

RANGE	10ft
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows you to conjure food and water from thin air. You can choose what form the food takes, although it is basic fare, not fancy.

Details

The food is safe to eat when conjured but will spoil at the normal rate.

For each level you have in the cleric class, you can conjure up to one day’s rations for one human-sized creature.

The target point can’t be inside a creature.

CURE BLINDNESS

Divine transmutation, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	8 segments
SAVING THROW	None

Subject to the details below, this spell cures blindness in one living creature. Given the limitations, it *usually* only works on magically-induced blindness (such as curses and *cause blindness*).

Details

This spell restores sight to the maximum extent the creature's eyes allow, but it doesn't heal damaged eyes. So, for example, a creature whose eyes have been put out gets no benefit from this spell.

This spell restores sight to the target creature's eyes, but doesn't heal blindness that's in its mind. So for example, a creature blinded by an illusion of a blindfold still can't see, because it believes it can't see. Similarly, it does not remove the hallucinations caused by *false seeing*.

The spell doesn't remove environmental effects, so for example if there's fog or darkness preventing the creature from seeing, then the creature must leave the fog or darkness before it can see. This spell does, however, remove the effects of a *continual light* or *light* spell cast on the eyes.

REVERSIBLE AS CAUSE BLINDNESS:

CAUSE BLINDNESS

Divine transmutation, level 3

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	8 segments
SAVING THROW	Yes (negates effect)

This spell causes the target to become blind. The blindness is potentially permanent; it lasts until the spell is removed by the caster, *dispelled,* or removed by *cure blindness*.

Details

A miss on the to-hit roll means the spell is lost.

This spell only affects living creatures (not undead) and has no effect on creatures that don't rely on vision.

Some good-aligned religions ban their clerics from casting this spell. Others allow their clerics to cast it only at times of great need.

CURE DISEASE

Divine transmutation, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	10 rounds
SAVING THROW	None

The target creature is cured of all diseases (see details, below), although full recovery may take up to a week.

Details

Many diseases are described in terms of "the victim will die within X days", and this spell stops that counting process; the target of the spell is no longer at any risk of dying from a disease. The fact that they may not have made a "full recovery" yet simply means that they are not yet at full strength.

This spell cures physical pathologies and removes physical parasites. It can't cure genetic conditions or birth defects, and it only affects mental health conditions to the extent that curing any underlying pathology or parasite could.

The spell only affects normally living creatures, so does not affect constructs, elementals, golems, or undead.

This spell can only cure lycanthropy if it's cast before the first time the affected creature changes into lycanthrope form. After the creature has changed into lycanthrope form, its lycanthropy becomes a complex condition that's part disease, part curse, and partly a magical alteration to its essential nature.

The target creature can choose to attempt a saving throw vs spells and other effects, and if it passes, one or more diseases of its choice are not cured by this spell.

This spell also has some special uses where it cures other effects that aren't precisely diseases. These special uses are listed in the relevant creature or object's descriptions elsewhere in OSRIC.

REVERSIBLE AS CAUSE DISEASE:

CAUSE DISEASE

Divine transmutation, level 3

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	10 rounds
SAVING THROW	Negates effect

The targeted creature is infected by a disease (details below).

Details

A touch is required, which means the caster must make a to-hit roll if the target is resisting and not immobilised. Even with a successful touch, the target creature is allowed a saving throw vs spells. If it passes the saving throw, it isn't affected by this spell.

The spell only affects normally living creatures, so does not affect constructs, elementals, golems, or undead.

- The spell takes effect 1d6 turns after you cast it. The creature takes 1 hp of disease damage every turn (10 rounds) after the spell takes effect, and each time it takes this damage, its hp maximum is reduced by 1. This damage can't reduce the creature below 1 hp, and it can't reduce the creature's hp maximum below 8 hp.
- Every hour after this spell takes effect, the creature takes a penalty of -1 on its attack rolls and damage rolls. This penalty is cumulative, but it can't reduce the creature's attack damage below 1 hp of damage.

You can choose to end this spell at any time, and if you're killed, the target creature is cured.

Most good-aligned religions ban their clerics from casting this spell. Others allow their clerics to cast it only at times of great need.

DISPEL MAGIC

Divine abjuration, level 3

RANGE	60ft
DURATION	Instantaneous
AREA OF EFFECT	30ft radius sphere
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	No (but see below for failure chance)

When you cast this spell, magical effects in the area of effect are removed or suppressed. The target point for the spell's effect centre may be a creature, object, place, or point in space within the spell's range.

Details

Gods, demigods, artifacts, relics, and other things of equivalent power aren't affected by this spell.

Psychic or psionic powers aren't magical effects and aren't affected by this spell.

When you finish casting this spell, if the area of effect contains any ongoing magical effects caused by a spell that you personally have cast, then these end. If a creature within the area of effect is *casting* a spell, then that spell is interrupted.

Then, for each dispellable magical effect within the affected area, the GM rolls a d100—in secret, if the GM so wishes.

Your base chance of successfully dispelling each effect depends on caster level, both yours and that of the caster of the magic to be dispelled. Your caster level is the number of levels you have in the cleric class. The target's caster level is the number of levels the caster has in the class they used to cast the spell. If the target is a potion or scroll, then its caster level is 12, unless it couldn't have been created by a 12th level caster, in which case its caster level is the minimum level to create it. **Example:** a scroll of *time stop* is caster level 18.

- If your caster level is the *same or higher* than the target's caster level, then your chance of success is 50%, plus 5% (five percent) for each level of the difference.
- If your caster level is *lower* than the target's caster level, then your chance of success is 50%, minus 2% (two percent) for each level of the difference.

For each magical effect that's dispelled:

1. Spells whose area of effect is wholly within the *dispel magic's* area of effect end. This includes innate spell-like powers used by creatures or cast from magic items.
2. If a spell effect is only partly overlapped by the *dispel magic*, then spell doesn't end, but the part within the *dispel magic's* area of effect is suppressed for 1 hour.
3. Potions and scrolls are denatured. Potions become inert, harmless liquids. Scrolls become blank pages.
4. Other magic items' powers (weapons, armour, and other such permanent magic items) are suppressed for 1 round. For that round only, they become non-magical items.
5. Constructs, elementals, golems, or magically summoned creatures within the area of effect aren't banished or suppressed, but they could temporarily lose the power to use spells or innate spell-like powers. **Example:** a fire elemental's burning touch would still do fire damage, but an efreet couldn't use its spells or spell-like powers. Affected spells or spell-like powers return after 1d6 combat rounds.

FEIGN DEATH

Divine necromancy, level 3

RANGE	Touch
DURATION	10 rounds plus 1 round for each level you have in the cleric class
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

Your target becomes corpse-like, so they can play possum. While corpse-like, they're protected from certain kinds of harm.

Details

This spell only affects willing creatures. You can end this spell at any time, and the affected creature can end this spell at any time.

- Affected creatures don't need to eat, drink, breathe, or sleep.
- Affected creatures can hear, smell, and think, but they're blinded and lose their sense of touch. They don't feel pain and don't know if they're hurt. They're unaffected by undead creatures' touch attacks, can't be poisoned, and can't contract disease. If the creature is already poisoned when this spell is cast, then the poison's effects are suspended for the duration of the spell, but return afterwards.
- If an affected creature takes damage from any other source, then that damage is halved. Round any fractions down.

When the spell ends, it takes the affected creature one round to stand up and recover.

GLYPH OF WARDING

Divine evocation, level 3

RANGE	Touch
DURATION	Until discharged
AREA OF EFFECT	Up to 25 square feet for each level you have in the cleric class
COMPONENTS	V, S, M
CASTING TIME	1 segment per sq. ft to be protected
SAVING THROW	When activated (save for half)

You mark a solid surface with a glyph, traced by your fingertip. When the casting is completed, the glyph remains invisible unless detect magic is cast on it. After casting, a "forbidden creature" as defined at the time of casting will discharge the glyph if they perform a triggering action.

Details

Defining the glyph requires the caster to define a "forbidden creature", which can be "any living being", "anyone but myself", "a dwarf", "Richard the Necrophage", or any other clear description. The trigger-

ing action must also be defined, which is usually either, “opening the door on which the glyph is placed”, or “passing through the warded area”. You must also specify the exact area to be warded.

When the spell is triggered, each creature within the area of effect can choose to attempt a saving throw vs spells and spell-like effects. If it passes, it takes half damage from the spell and it can disregard the spell’s other effects, if any.

You can’t cast this spell unless you know the associated glyph. The glyphs for fire, lightning, ice, and acid are secrets of each clerical order, which you can learn if you’re in good standing with that order. You might be asked to perform a task or make a donation. The glyphs for blindness and paralysis are lost secrets, which you can only learn from ancient books, consulting extraplanar powers, or speaking to certain liches. The glyphs for energy drain, petrifaction, and banishment, are long-lost, secret, and widely forbidden. Learning them will involve considerable expense and a major quest. If the area to be protected is greater than 50 sq. ft, gems worth 2000 gp must be destroyed during the casting as a material component.

You can only use a glyph if you have enough levels in the cleric class to use it (see table).

GLYPHS OF WARDING

MINIMUM CLERIC LEVEL	GLYPH	NOISE	EFFECTS
3	Fire	Noisy	2hp fire damage for each level you have in the cleric class
5	Lightning	Loud	2hp lightning damage for each level you have in the cleric class
7	Ice	Quiet	2hp cold damage for each level you have in the cleric class
9	Acid	Quiet	2hp corrosion damage for each level you have in the cleric class
11	Blind	Silent	Save or be blinded for 3d6 rounds
13	Paralysis	Silent	Save or be paralysed for 2d6 rounds
15	Drain	Silent	Save or be drained of one life energy level (see Chapter 3)
17	Petrify	Silent	Save or be turned to stone
20	Banish	Silent	Save or be sent to the plane associated with the casting cleric’s deity

LOCATE OBJECT

Divine divination, level 3

RANGE	Caster
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	A path 10ft wide originating from you, with a length of 60ft plus 10ft for each level you have in the cleric class
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

When this spell is cast, you visualise an object. This can be general (“a staircase”) or specific (“my shield”). If an object fitting the description is in the pathway-shaped area of effect (usually the caster turns around in a circle once the spell is cast), you will learn the exact distance of the *nearest* object fitting the description. Once an object is located, the spell ends.

Details

Opaque materials don’t interfere with the spell, so you can perceive a target object even through solid rock.

The target must be an object, not a creature or a place.

If there are several target objects within the area of effect, the spell only locates the nearest one. The spell doesn’t locate objects unless they’re on the same plane as you.

The spell tells you the object’s location, but doesn’t tell you anything about the terrain (or creatures) between you and the object. A high-level cleric might detect an object that is several rooms and hallways distant, and the exact path required to reach the object’s room will not be obvious.

You can't cast this spell unless you can visualise the target object. For the purposes of this spell, you can visualise the target object if you're familiar with all three of its form, function, and material.

You must concentrate on maintaining the spell. If your concentration is broken, the spell ends. See Section 2.1.4.4b for how this works.

PRAYER

Divine abjuration, level 3

RANGE	Nil
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	60ft radius
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

The target location for this spell is where you are standing when you finish casting. Until the spell ends, all the following modifiers apply within the area of effect:

1. You and your allies can choose to add a bonus of +1 to your attack rolls, damage rolls, and saving throws; and
2. Your enemies must subtract a penalty of -1 to their attack rolls, damage rolls, and saving throws.

Details

These effects are cumulative with the effects of a *chant* spell, despite the similarity of the two spells.

REMOVE CURSE

Divine abjuration, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature, object, or place
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	None

This spell ends one curse that has been placed on the targeted creature, object, or place.

Details

Curses inflicted by gods, demigods, artifacts, or relics aren't affected by this spell.

This spell doesn't cure vampirism or lycanthropy.

If the target is a creature, then a curse on it ends. If there are several curses, then you can choose which one ends.

If the target is a cursed object, then the curse on it doesn't end, but a creature that's holding the cursed object is allowed to drop the item and be free of it.

REVERSIBLE AS BESTOW CURSE:

BESTOW CURSE

Divine conjuration, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	1 Creature
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	Yes (negates effect)

This spell places a curse on the targeted creature.

Details

A creature can only be affected by one instance of this spell at a time.

Some good-aligned religions ban their clerics from casting this spell. Others allow their clerics to cast it only at times of great need.

When this spell takes effect, roll 1d8 to see which curse is bestowed on your target creature.

ROLL	EFFECT
1-4	One of the creature's ability scores is reduced to 3.
5-6	Affected creature must take a penalty of -4 on its attack rolls and saving throws.
7-8	Affected creature becomes clumsy. At the start of each round, there's a 50% chance it'll drop each object that it's holding. If it isn't holding each object, then at the start of each round, there's a 50% chance that it can't act that round.

The curse remains until it is removed by *remove curse*, *dispelled*, or revoked by the caster.

Optional rule: Clerics of certain religions might be able to learn alternative curses. These curses might be cult secrets, which you can only learn by making a donation and performing a service; they might be lost secrets, which you can only learn from ancient books, consulting extraplanar powers, or speaking to certain liches; or they might be long-lost, secret, and widely forbidden, in which case learning them will involve considerable expense and a major quest.

If this rule is in play, then your GM decides what alternative curses you can learn and what their effects might be.

SPEAK WITH DEAD

Divine necromancy, level 3

RANGE	10ft
DURATION	Varies, see below
AREA OF EFFECT	One corpse
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

This spell compels a dead body to answer questions you ask. The corpse actually speaks, so others are able to hear the answers.

Details

The duration of the spell, the maximum number of questions you can ask, and the maximum age of a corpse you can speak to are all determined by your cleric level.

LIMITATIONS ON SPEAK WITH DEAD

YOUR CLERIC LEVEL	SPELL DURATION	MAXIMUM # OF QUESTIONS	MAXIMUM TIME SINCE DEATH
5-6	1 round	2	1 week
7-8	3 rounds	3	1 month
9-12	1 turn	4	1 year
13-15	2 turns	5	1 decade
16-19	3 turns	6	1 century
20	1 hour	7	1 aeon

The creature can only tell you things that it knew in life.

The creature only speaks the languages it knew in life. If you ask it a question it doesn't understand, then it can say "I don't understand", and this uses one of your questions.

This spell doesn't make the creature friendly. If the creature was hostile to you in life, and particularly if it was you or your allies that killed it, it will answer briefly and give you the minimum information it can.

If you ask the creature a multi-part question, it only answers one of the parts. It can choose which one.

If your question is ambiguous, the creature can choose any interpretation of your question that your GM thinks is reasonable.

If your target is an undead creature, it doesn't have to stop fighting while it answers.

1.8.2.4. FOURTH LEVEL CLERIC SPELLS

CURE SERIOUS WOUNDS

Divine necromancy, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	7 segments
SAVING THROW	None

The target creature regains 2d8+1 hit points, up to its normal maximum. Any healing over the creature's normal maximum is wasted.

Details

This spell can't cure diseases, reattach limbs, bring back the dead, or heal any other affliction that isn't an injury measured in hit points. These more serious injuries must be healed with more powerful spells.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS CAUSE SERIOUS WOUNDS:

CAUSE SERIOUS WOUNDS

Divine necromancy, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	7 segments
SAVING THROW	None

The touched target creature takes 2d8+1 hit points of magical damage, even if it can only be hit by magical weapons. Touching the creature requires a successful to-hit roll, but no saving throw is allowed.

Details

If you miss the to-hit roll on the target, no damage is inflicted and the spell is lost.

This spell only affects creatures that are naturally living, so it does not affect golems, constructs, elementals, or the undead.

DETECT LIE

Divine divination, level 4

RANGE	30ft
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	The creature you designate
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell is cast upon a specific creature. For the duration of the spell, when the creature speaks, you know if it is saying something it does not believe to be true.

Details

The awareness of lies isn't detectable by others. The spell affects only the creature's speech, not telepathy or writing. You can only detect lies if you can hear them. You can detect lies spoken in languages you don't know, but since you don't understand the language, you don't know what the lie actually was.

REVERSIBLE AS GLIBNESS:

GLIBNESS

Divine transmutation, level 4

RANGE	30ft
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	A creature
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

The spell counters *detect lie* on a specific creature, and if detect lie isn't in effect, then the affected creature's lies become more convincing.

Details

A creature can only be affected by one instance of this spell at a time.

As with most targeted spells, you can cast this on yourself as well as another target.

A creatures being lied to will (obviously) only believe lies that they can hear and understand.

The GM decides how plausible the affected creature's lies are, according to the understanding and belief of the creatures lied to. Each creature lied to then rolls a special saving throw on a d20.

SAVING THROW TARGETS FOR GLIBNESS

PLAUSIBILITY	SAVING THROW
Likely	20
Plausible	18
Possible	15
Surprising	11
Unlikely	7
Obviously false	2

The creature lied to can choose to add its Wisdom saving throw modifier, if any, to this saving throw. If it passes its saving throw, it doesn't believe the lie.

DIVINATION

Divine divination, level 4

RANGE	Caster
DURATION	1 round
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

This spell gives you information about a place. You perform a divination such as casting special bones or yarrow stalks, or reading tea leaves or the entrails of a sacrificial beast. The divination, or reading, gives you certain information—which you might misinterpret.

Details

The divination must be about a place, although you don't need to be there when you cast the spell. All you need is the approximate location. The divination cannot be about an object unless the object is so large (such as a building) that it can be considered a place.

Your GM will secretly roll a d6. If the roll is 1-4, you interpret the omens correctly. If it's 5 or 6, you don't. If you choose to sacrifice a magical item as part of the divination, then that item is destroyed, and the GM's d6 roll is modified by -1. You can't sacrifice artifacts, relics or other items of similar power, and this spell can't destroy them.

The GM will tell you how your character interprets the reading for each point below:

1. Whether the place is sacred to a god, demigod, or power, and if so, which;
2. Whether creatures inhabit the place;
3. Whether those creatures are weak, equivalent, or strong compared to you;
4. Whether treasure is to be found there; and
5. Whether the treasure is poor, medium, or rich.

If you interpret the omens wrongly, then the GM answers randomly, with a mixture of correct and incorrect information.

There are a very few legendary places that are specially warded against scrying or divination magic. If you attempt divination on those places, you always misinterpret the omens.

EXORCISE

Divine abjuration, level 4

RANGE	10ft
DURATION	Instantaneous
AREA OF EFFECT	One creature, object, or place
COMPONENTS	V, S, M
CASTING TIME	10 rounds, continuing
SAVING THROW	Depends on use of spell (see below)

Note: The original AD&D version of this spell is widely considered to be unworkable, and it is "repaired" in OSRIC 3.0.

This is a multi-purpose ritual that can cast out a supernatural creature or influence (such as a fiend or ghost) that has possessed another creature or object. You can also use this spell to remove a curse or end a charm or enchantment. The casting and the effect of this spell are both loud.

Details

Using the spell to remove curses and end enchantment spells

If you use this spell to remove a curse or end a charm or enchantment, then the spell automatically succeeds when you finish the first turn's casting. Unwilling targets do not receive a saving throw when this spell is used to remove a charm/enchantment or a curse.

Using the spell to cast out supernatural creatures and influences

If you use this spell on a good-aligned outer plane, then the spell automatically succeeds when you finish the first turn's casting. If you use it on an evil-aligned outer plane, then it automatically fails.

Otherwise, each turn you spend casting the spell, the supernatural creature or influence must attempt a special saving throw on a d20. If it fails the saving throw, it's exorcised.

SAVING THROWS VERSUS EXORCISM

CREATURE OR INFLUENCE STRENGTH	BASE SAVING THROW
Weak influence, dretch, spiked devil	10
Moderate influence, class A demon, shub demon, bearded devil, erinyes, scaly devil	8
Class B demon, uduk demon, ekivu demon, ghost, succubus, barbed devil	7
Class C demon, babau demon, bone devil	6
Strong influence, class D demon, horned devil	5
Class E demon, ice devil, night hag	4
Class F demon, pit fiend, shaitan devil	3

Modify the creature's saving throw by -1 for each level you have in the cleric class above 8. If you're holding a relevant artifact or relic when you cast this spell, your GM may assign a further modifier of -1 to -4 depending on the item's strength, aptness, and general inclination to help you.

The target creature can't use its magic resistance against this spell.

If the creature rolls a natural 20 on its saving throw, you suffer an ill effect, such as a curse or the loss of a point from a randomly-determined ability score.

This spell can't exorcise artifacts, relics, deities, or other creatures or effects of similar power.

Effect of Exorcism

A creature that's cast out returns to its own body, or its nearest body if it has several. If it doesn't have a body, then it appears on the Prime Material Plane right next to the formerly-possessed creature, object, or place. If there are several places where it could appear, your GM either chooses or randomly determines which.

LOWER WATER

Divine transmutation, level 4

RANGE	120ft
DURATION	1 turn per cleric level
AREA OF EFFECT	Up to 10ft squared in water surface per cleric level
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

Water level in the affected area sinks by 5ft. If you're high enough level to affect the same area twice or more, then you can choose to lower it by another 5ft for each iteration.

Example: A dungeon contains a square pool, 30ft on a side and 50ft deep. You cast Lower Water. You can affect a 30ft square area once for every 3 levels you have in the cleric class, so if you're 7th or 8th level then you can lower it by 10ft; if you're 9th, 10th, or 11th level then you can lower it by 15ft; if you're 12th, 13th or 14th level then you can lower it by 20ft; and so on.

Displaced water is held in a magical inter-dimensional space for the duration of the spell, and returns when the spell ends. It will be slightly chilled.

Details

The target body of liquid must be a non-magical fluid of reasonably similar viscosity to water, so a pool of blood might well be affected but flowing lava wouldn't.

If the target is a creature (e.g. a water weird or water elemental), it is considered *held* unless this spell is mentioned in the monster description. See "1.6.10: Paralysis (Held)" for details.

REVERSIBLE AS RAISE WATER:

RAISE WATER

Divine transmutation, level 4

RANGE	120ft
DURATION	1 turn per cleric level
AREA OF EFFECT	Up to 10ft squared in water surface per cleric level
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

Water level in the affected area rises by 5ft. If you're high enough level to affect the same area twice or more, then you can choose to raise it by another 5ft for each iteration.

Details

The additional water comes from the Elemental Plane of Water for the duration of the spell, and returns when the spell ends. It will be about room temperature.

The target body of liquid must be a non-magical fluid of reasonably similar viscosity to water, so a pool of blood might well be affected, but flowing lava wouldn't.

If the target is a creature (e.g. a water weird or water elemental), it's affected as if by an *enlarge* spell.

NEUTRALISE POISON

Divine transmutation, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	A 1ft cube for every 2 cleric levels, or one creature
COMPONENTS	V, S
CASTING TIME	7 segments
SAVING THROW	Depends on use of spell (see below)

This spell is targeted upon a single creature, on a place, or on an object containing poison. It makes a venom, toxin, or contaminant (usually inside a creature) harmless. As a result, it can potentially bring someone who has recently "died" from poison "back to life."

Details

This spell doesn't affect diseases or contamination caused by disease.

Gods, demigods, artifacts, relics, and other things of equivalent power aren't affected by this spell, but your GM might choose to say that some effects caused by such things are affected.

If your target is a toxic or contaminated place, then all toxins and contaminants are purged from the affected area.

Using the spell to de-venom an opponent

If your target is a creature, then when you cast this spell, it can choose to attempt a saving throw vs spells and other magical effects. If it passes the saving throw, it isn't affected. If a creature with a venomous attack fails the save, then the venom component of its attack is temporarily nullified. The venom is restored at dawn the next day.

Using the spell to revive someone "dead by poison"

If your target is a creature that's been poisoned, then all venoms, toxins, or contaminants affecting that creature are purged from its system, but any damage the poison has already inflicted remains. This spell can also affect creatures that have recently died of poison. A creature has "recently died of poison" if it died either from poison damage, or because it failed a saving throw vs poison, within a number of turns equal to one turn for each level you have in the cleric class.

REVERSIBLE AS POISON:

POISON

Divine transmutation, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	A 1ft cube for every 2 levels you have in the cleric class, including no more than one creature
COMPONENTS	V, S
CASTING TIME	7 segments
SAVING THROW	Depends on use of spell (see below)

When you complete the words and gestures of this spell, your touch becomes deadly poison. An alternative use of the spell is to make a consumable substance poisonous. In both cases you must touch the target.

Details

If your target is a creature, then when you cast this spell, it can choose to attempt a saving throw vs poison. If it passes the saving throw, it isn't affected.

Creatures that are immune to poison aren't affected by this spell.

Gods, demigods, artifacts, relics, and other things of equivalent power aren't affected by this spell.

- If your target is a creature and it fails its saving throw, it dies.
- If your target is an edible or potable, it becomes lethally poisonous. The first creature to eat or drink from it must attempt a saving throw vs poison or die, unless that creature is immune to poison. When a creature passes or fails this saving throw, the remaining poison is nullified.

PROTECTION FROM EVIL 10 FT RADIUS

Divine abjuration, level 4

RANGE	Touch
DURATION	10 rounds for each level you have in the cleric class
AREA OF EFFECT	10ft radius around the creature touched
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

You can cast this spell on another willing creature or on yourself. This spell creates an invisible barrier against evil and summoned creatures, with a radius of 10ft around the protected creature. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *evil creatures*. Creatures that are *both* evil and conjured, such as demons, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, or on an object, or a place.

A creature can only be affected by one instance of this spell at a time, and if the creature is already warded by the first level divine spell *protection from evil*, then this spell doesn't affect it.

1. ***Evil Creatures.*** Creatures that have an evil alignment must take a penalty of -2 on their attack rolls into the warded area. Anyone in the warded area may add +2 to any saving throws that are caused by an evil creature (or an effect it causes, such as a spell).
2. ***Evil Effects (these are rare).*** Effects that the rules specifically describe as evil, fiendish, demonic, or devilish allow a +2 to saving throws.
3. ***Conjured and Summoned Creatures.*** All conjured or summoned creatures *regardless of alignment* cannot attack into the warded area by touch (claws, teeth, etc.). However, they are *not* subject to the penalties described in (1) unless they are actually evil. **Example:** a djinni is a summoned creature, and thus cannot reach into the warded area. However, since it is not evilly-aligned, it can attack with a weapon (if it is long enough) with no penalty.

Ghouls have this additional penalty: They are kept at bay. This means the ghoul can't make any move that would reduce the distance between the ghoul and the warded area, but if the warded area approaches the ghoul because the target is moving, the ghoul doesn't have to retreat.

Some GMs rule that Protection from Evil keeps other creatures, as well as ghouls, at bay.

REVERSIBLE AS PROTECTION FROM GOOD 10 FT RADIUS:

PROTECTION FROM GOOD 10 FT RADIUS

Divine abjuration, level 4

RANGE	Touch
DURATION	10 rounds for each level you have in the cleric class
AREA OF EFFECT	10ft radius around the creature touched
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

You can cast this spell on another willing creature or on yourself. This spell creates an invisible barrier against good-aligned and summoned creatures, with a radius of 10ft around the creature you touch. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *good-aligned creatures*. Creatures that are *both* good-aligned and conjured, such as a djinni, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, or on an object, or a place.

A creature can only be affected by one instance of this spell at a time, and if the creature is already warded by the first level divine spell *protection from good*, then this spell doesn't affect it.

1. ***Good Creatures.*** Creatures that have a good alignment must take a penalty of -2 on their attack rolls into the warded area. Anyone in the warded area may add +2 to any saving throws that are caused by a good creature (or an effect it causes, such as a spell).
2. ***Good Effects (these are rare).*** Effects that the rules specifically describe as "holy" allow a +2 to saving throws.
3. ***Conjured and Summoned Creatures.*** All conjured or summoned creatures *regardless of alignment* cannot attack into

the warded area by touch (claws, teeth, etc.). However, they are *not* subject to the penalties described in (1) unless they are actually good-aligned. **Example:** an efreeti is a summoned creature, and thus cannot reach into the warded area. However, since it is not good-aligned, it can attack with a weapon (if it is long enough) with no penalty.

SPEAK WITH PLANTS

Divine transmutation, level 4

RANGE	30ft
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	One plant within range
COMPONENTS	V, S
CASTING TIME	10 rounds
SAVING THROW	None

This spell grants you the power to communicate with a nearby plant and understand its "speech".

Details

Only you can hear the magical translation.

When you speak to the plant, you speak in Common, and it magically understands you. It speaks in whatever way its species naturally communicates, and the spell translates its words into your mind. Some plants in OSRIC are mobile and potentially dangerous. You can try to persuade, deceive, or bargain with such a creature into performing a service for you.

Your GM will determine if a creature is a "plant" or not for the purposes of this spell.

The affected plant usually won't begin combat with you until the spell ends, but if you or your companions have attacked the plant in the last turn, then it doesn't have to stop fighting.

This spell doesn't compel the affected plant to tell the truth.

STICKS TO SNAKES

Divine transmutation, level 4

RANGE	30ft
DURATION	2 rounds for each level you have in the cleric class
AREA OF EFFECT	A 10ft cube; maximum of 1 stick per cleric level
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell transforms dead wood into serpents. The serpents don't understand speech, but if you mentally command them to attack a target, they obey.

For each snake you create, roll a d20. If the result is equal to or less than the number of levels you have in the cleric class, then the snake is venomous. Otherwise, it is a constrictor.

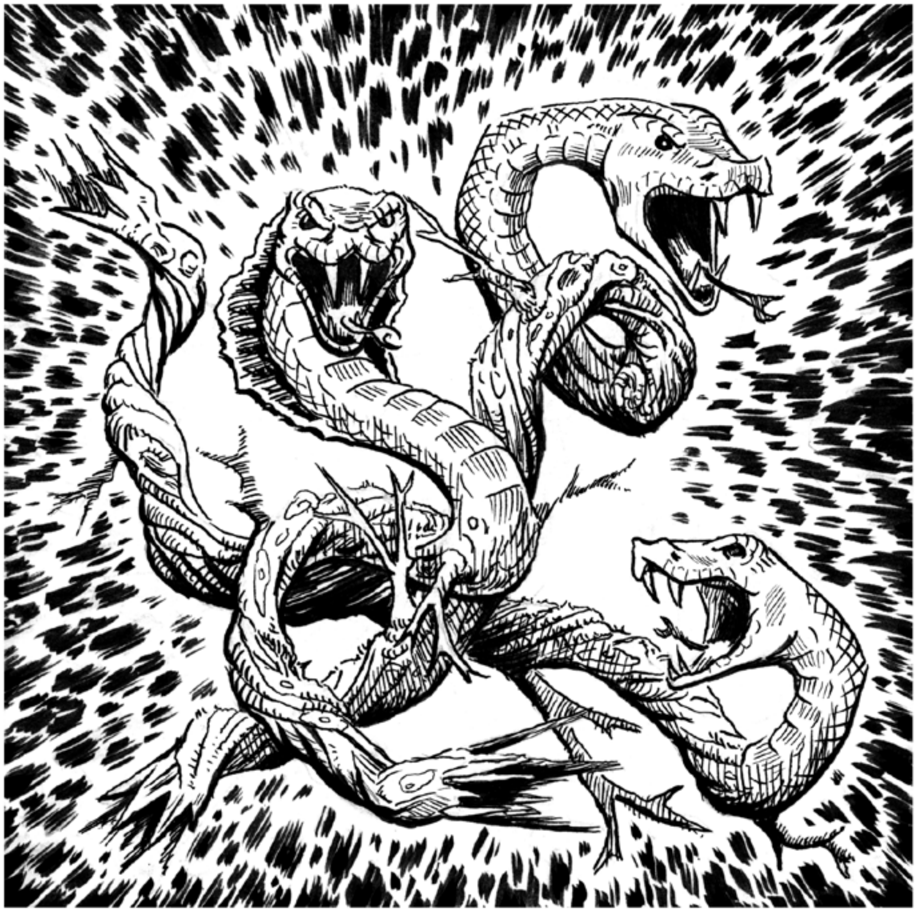
Details

Unless you are in a forest, it's a good idea to bring your own sticks. This spell only affects roughly cylindrical objects made of dead wood, with a maximum of your cleric level. The target objects can't be magical.

Venomous Snake: **AC** 6, **Mv** 90ft, **HD** 2, **#AT** 1, **dam** 1 piercing, **SA** poison (save vs poison or die, apply CON modifier to save), **Size** S, **AL** N.

Constrictor Snake: **AC** 6, **Mv** 90ft, **HD** 2, **#AT** 1, **dam** 1 blunt, **SA** constrict (once hit, target is being constricted until snake releases or is killed; snake can only constrict one target at a time; snake can choose to inflict 1d4 blunt damage to a constricted target on its initiative segment instead of attacking), **Size** S, **AL** N.

Killing or defeating snakes called by this spell doesn't award any xp.



REVERSIBLE AS SNAKES TO STICKS:

SNAKES TO STICKS

Divine transmutation, level 4

RANGE	30ft
DURATION	2 rounds for each level you have in the cleric class
AREA OF EFFECT	A 10ft cube
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	Yes (negates effect)

This spell transforms serpents into sticks, for a limited time. The spell affects snakes, serpents, couatls, nagas, and other ophidian creatures; a maximum of one such creature for each level you have in the cleric class.

Details

Targeted creatures can choose to attempt a saving throw vs spells and other magical effects, and if they pass, this spell doesn't affect them.

If there's doubt about what creatures are affected, then they're the creatures listed in the general spell description above, and any other reptilian creature that didn't have limbs when it hatched. Dragons, demons, devils and wyverns are not considered to be snakes and are thus not affected by the spell.

Certain ophidian creatures, such as sea serpents or larger nagas, are too large to fit within the area of effect. Such creatures can't be turned to sticks by this spell. Large boa constrictors, on the other hand, are definitely affected.

While turned to wood, snakes can be broken, burnt, or otherwise destroyed, in which case they will be dead when the spell ends. The thinner the snake, the easier this is.

TONGUES

Divine divination, level 4

RANGE	Caster
DURATION	1 turn
AREA OF EFFECT	30ft radius around you
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell magically translates spoken language for you. It also magically translates your words for other creatures within the area of effect.

Details

Only you can hear the magical translation when other creatures speak, and only if the words are spoken within the area of effect. Everyone within the area of effect can hear the magical translation of your words.

Only spoken words are affected. Writing, and non-verbal communication such as hand signals, are not.

Creatures only understand you if they naturally speak at least one language.

REVERSIBLE AS BLITHER:

BLITHER

Divine enchantment, level 4

RANGE	Touch
DURATION	1 turn
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
NOISE	Casting quiet, effect quiet
CASTING TIME	7 segments
SAVING THROW	Yes (negates effect)

This spell renders a creature's words meaningless. It can't communicate via spoken word for the duration of the spell.

Details

The creature you touch can apply its Wisdom saving throw modifier to the saving throw. If it fails, although the creature's spoken words become meaningless, it can still gesture, write, and otherwise communicate.

Note: The affected creature can't cast spells that have a verbal component until the spell ends.

1.8.2.5. FIFTH LEVEL CLERIC SPELLS

ATONEMENT

Divine abjuration, level 5

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

Through this spell, you request forgiveness for the target's past sins and transgressions. Any punishments the gods or spirits have imposed on the target are removed (see details, below). The spell can only be cast on a willing creature.

Details

This spell ends without effect if:

1. Your alignment is chaotic and your target's is lawful;
2. Your alignment is lawful and your target's is chaotic;
3. Your alignment is good and your target's is evil; or
4. Your alignment is evil and your target's is good.

If your target's transgressions were involuntary, unwilling, or unwitting, and the target is truly sorry, then the punishments are lifted unconditionally.

If your target's transgressions were involuntary, unwilling, or unwitting, and the target is not truly sorry, then the gods or spirits assign a penance or quest. The punishments are lifted when the penance or quest is complete.

If the transgressions occurred while your target's mind or brain were disturbed, such as by a charm, domination, mind control, or possession, and the disturbance is ongoing, then the punishments are lifted unconditionally regardless of whether the target is sorry, and the disturbance ends.

If the transgressions were voluntary but your target honestly believed they were for the greater good, then the GM decides whether the gods or spirits will accept the target's repentance depending on the circumstances. If the gods or spirits accept the repentance, then they assign a penance or quest, and the punishments are lifted when the penance or quest is complete.

COMMUNE

Divine divination, level 5

RANGE	Self
DURATION	3 rounds
AREA OF EFFECT	You
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

You pray for enlightenment, and an invisible divine power answers your questions.

Details

Gods or spirits who are pestered too often might choose not to respond to this spell.

The divine emissary knows what the gods or spirits you petitioned know. It isn't omniscient, but its knowledge of the Prime Material Plane is likely excellent. It never lies to you.

You can ask the divine emissary one question for each level you have in the cleric class. You must ask each question promptly and respectfully or the divine emissary will depart; this ends the spell without further effect. The divine emissary answers each question by saying "O mortal, the answer to your question is..." and then the words "yes", "no", "I don't know", or "it's complicated". Before the word "mortal", the divine emissary can choose to add the adjective of its choice. Commonly it says "puny" or "insignificant", but also "annoying", "stupid" or worse if the emissary's patience is growing thin.

Perhaps fortunately, only you can hear the divine emissary's responses.

CURE CRITICAL WOUNDS

Divine necromancy, level 5

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	8 segments
SAVING THROW	None

The target creature regains 3d8+3 hp up to its normal maximum. Any healing over the creature's normal maximum is wasted.

Details

This spell can't cure diseases, reattach limbs, bring back the dead, or heal any other affliction that isn't an injury measured in hit points. These more serious injuries must be healed with more powerful spells.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS CAUSE CRITICAL WOUNDS:

CAUSE CRITICAL WOUNDS

Divine necromancy, level 5

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	8 segments
SAVING THROW	None

The touched target creature takes 3d8+3 hit points of magical damage, even if it can only be hit by magical weapons. Touching the creature requires a successful to-hit roll, but no saving throw is allowed.

Details

If you miss the to-hit roll on the target, no damage is inflicted and the spell is lost.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

DISPEL EVIL

Divine abjuration, level 5

RANGE	Touch
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Yes (lessened effect)

This spell banishes an evil-aligned extraplanar creature. It disappears with an audible "pop" as the air rushes in to fill the space the creature formerly occupied.

Details

The target must apply its Wisdom saving throw modifier (if any) to the saving throw.

If the target fails the saving throw, it's banished to its home plane. If it passes, it isn't banished, but for the spell's duration, when the creature attacks you with a melee, missile, or touch attack, you can choose to apply a penalty of -7 to its attack roll.

This spell only works on evil creatures from other planes, such as demons, devils, or efreets.

A banished creature returns to its home plane immediately. It takes with it any items that it's wearing or carrying, but no creatures go with it, even if it's carrying them.

REVERSIBLE AS DISPEL GOOD:

DISPEL GOOD

Divine abjuration, level 5

RANGE	Touch
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Yes (lessened effect)

This spell banishes a good-aligned extraplanar creature. It disappears with an audible "pop" as the air rushes in to fill the space the creature formerly occupied.

Details

The target must apply its Wisdom saving throw modifier (if any) to the saving throw.

If the target fails the saving throw, it's banished to its home plane. If it passes, it isn't banished, but for the spell's duration, when the creature attacks you with a melee, missile, or touch attack, you can choose to apply a penalty of -7 to its attack roll.

This spell only works on good creatures from other planes, such as celestials or genies.

A banished creature returns to its home plane immediately. It takes with it any items that it's wearing or carrying, but no creatures go with it, even if it's carrying them.

FLAME STRIKE

Divine evocation, level 5

RANGE	60ft
DURATION	Instantaneous
AREA OF EFFECT	A column 5ft radius from the target point and 30ft high
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Yes (half damage)

This spell is cast at a target point on the ground; you must be able to see the target point. A pillar of flame from the sky (or ceiling) strikes the target point with a deadly inferno. The spell's effect is extremely loud, and will be heard within 300ft of the spell's discharge.

Details

Creatures within the area of effect take 6d8 fire damage. If there are any fiends or celestials within the area of effect, these creatures suffer 6d8 points of magical damage instead of fire damage.

Creatures within the area of effect may attempt a saving throw vs spells and magical effects. A creature that passes takes half damage, and any objects it's wearing or carrying are undamaged. A creature that fails, or that chooses not to save, takes full damage. It must roll item saving throws vs fire for objects it's wearing or carrying. Objects that fail are damaged or destroyed.

Your GM rolls saving throws vs fire for objects within the area of effect that aren't being worn or carried. Objects that fail are damaged or destroyed.

If you are using 5ft squares for spacing, this spell can hit as many as 4 squares (target the intersection).

When the spell ends, the affected area is charred and sooty, and filled with a lingering scent appropriate to the gods or spirits you invoked (incense, brimstone, etc.)

INSECT PLAGUE

Divine conjuration, level 5

RANGE	360ft
DURATION	10 rounds per cleric level
AREA OF EFFECT	A column 180ft radius and 60ft high
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

This spell conjures a swarm of biting or stinging insects from a target point on the ground (within range) that you can see.

Details

If you have 18 or fewer levels in the cleric class, then the insects are wasps, clegs, midges, mosquitoes, or biting locusts. In this case, at the start of each round, each creature in the area of effect takes 1 point of piercing damage, and experiences the following effects:

1. If the creature is level 2 or lower, or has 2 or fewer hit dice, then it must flee until it's at least 240ft from the insect plague's edge.
2. If the creature is level 4 or lower, or has 4 or fewer hit dice, then it must check morale, and if it fails, it must flee until it's at least 120ft from the insect plague's edge.

If you have 19 or more levels in the cleric class, then you can choose to conjure insects from other planes—three-inch hornets from the Hells, savage horseflies from the swamps of the Abyss, etc. In this case, at the start of each round, each creature in the area of effect takes 2 points of piercing damage, and suffers the following other effects:

1. If the creature is level 4 or lower, or has 4 or fewer hit dice, then it must flee until it's at least 240ft from the insect plague's edge.
2. If the creature is level 7 or lower, or has 7 or fewer hit dice, then it must check morale, and if it fails, it must flee until it's at least 120ft from the insect plague's edge.

Other Details

- Fire or smoke will hold back the insects for as long as it lasts, so a wall of fire would keep them at bay for its duration, but a fireball or flame strike would merely clear an area of insects momentarily.
- The insects can pass through a tiny space, but not an impenetrable barrier, so for example, they could pass through a blade barrier or a wall of thorns, but not through a wall of force.
- The insects won't enter water, and creatures that are fully submerged in water at the start of the round don't take any damage.
- Creatures that are immune to mundane weapons are unaffected by this spell, regardless of how many hit dice they have.
- Visibility within the area of effect is 30ft.

PLANE SHIFT

Divine conjuration, level 5

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creatures touched
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Depends on use of spell (see below)

One unwilling creature, or up to 7 willing creatures whose hands are joined in a circle, plus, optionally, the caster, are instantly transported to one of the Outer Planes such as the Heavens or the Abyss. If the creature is native to an Outer Plane, it's returned to its plane of origin. If it isn't native to an Outer Plane, the caster can choose which Outer Plane it's sent to.

Details

If you successfully touch a creature who does not want to be affected by the spell, it can choose to attempt a saving throw vs spells and magical effects. It must apply its Wisdom saving throw modifier to this saving throw. If it passes, the spell doesn't affect it.

QUEST

Divine enchantment, level 5

RANGE	60ft
DURATION	Until completed
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Yes (negates effect)

This spell allows you to set a quest for one target creature, which they are compelled to perform. The target must be a human, demi-human, or humanoid.

Details

The target can choose to attempt a saving throw vs spells and other effects, and must add its Wisdom saving throw modifier to the roll. If it passes, the spell ends without effect.

The quest can't be one that would change the target's alignment if completed. It must be within the target creature's power to complete, and it must be possible to complete it within a year and a day.

You can end the spell at any time, and any cleric of higher level than you can end the spell by touching the target and willing it to end.

The spell also ends when your target creature returns to you with proof that the quest has been completed; or, if it doesn't know where you are, to the place where you cast the spell on it; or when the target dies; or if it becomes impossible to complete the quest. For example, if the quest was to kill a creature, and that creature somehow dies; or if the quest was to retrieve an object, and that object is destroyed.

At the end of each 24 hours your target procrastinates or avoids the quest, it suffers a cumulative penalty of -1 to all its saving throws. These 24 hour periods don't have to be continuous. The target is allowed to rest, eat, drink, sleep, prepare spells, and maintain its equipment as part of its daily activities, as long as it's trying in good faith to perform the quest.

RAISE DEAD

Divine necromancy, level 5

RANGE	30ft
DURATION	Instantaneous
AREA OF EFFECT	One corpse or undead creature
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	Depends on use of spell (see below)

This spell returns a recently-killed person to life, or in some cases it may be used to kill an undead creature. An undead creature must have a physical body to be affected (the spell works on zombies but not on ghosts).

Details

You can't return a creature to life if its death occurred longer ago than one day for each level you have in the cleric class. But you can still use this spell to kill an undead creature that died longer ago than this.

The slain creature's body must be complete enough for life to be restored, so for example, if its head or heart are missing, the spell fails.

The slain creature must pass a Resurrection Success roll, which depends on its Constitution stat. See table 1.1.4a. If it fails, it isn't returned to life.

The target of the spell remembers that they died, but it doesn't remember anything from the period of time during which they were dead.

Unless your GM says otherwise, this spell works on humans, half-elves, gnomes, dwarfs, and halflings, but not elves or half-orcs.

When your target is returned to life, it has 1 hp, and feels very weak and sick. It can't fight, cast spells, or work until it's rested in bed for at least one full day for each day it spent dead.

Any body parts that were missing when this spell was cast, are still missing.

If your target is an undead creature rather than a dead body, it must attempt a saving throw vs spells and other magical effects. If it passes, then it takes 2d8+1 corrosion damage, and the spell has no other effect. If it's a lich, or if it's a vampire older than a century, then it automatically passes this saving throw. If it fails, then it's returned to life if it died recently enough for this to be possible, and otherwise, it crumbles to dust.

REVERSIBLE AS SLAY LIVING:

SLAY LIVING

Divine necromancy, level 5

RANGE	30ft
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	Yes (negates effect)

You utter a dark incantation, and then speak an Abominable Word. You point at a creature. Your target may attempt a saving throw vs spells and other magical effects. If it passes, then it takes 2d8+1 corrosion damage, and the spell has no other effect. If it fails, then the creature dies instantly.

Details

In some GMs' campaigns, the Abominable Words are lost secrets, which you can only learn from ancient books, consulting extraplanar powers, or speaking to certain liches.

Unless your GM says otherwise, this spell works on humans, half-elves, gnomes, dwarfs, and halflings, but not elves or half-orcs.

TRUE SEEING

Divine divination, level 5

RANGE	Touch
DURATION	1 round for each level you have in the cleric class
AREA OF EFFECT	120ft radius around the creature you touch
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

This spell has a broad set of effects. The target can see things as they truly are within the area of effect. The target knows where illusions and displacements are, but can choose to see through them as if they were translucent or transparent (target's choice). The target can perceive astral or ethereal creatures and objects, and things that are hidden, concealed, or secret. The target can see auras around creatures, so it knows their alignments. The target knows if any creatures are polymorphed or shapechanged, and can choose whether to see their polymorphed or real forms.

The target can also see through obfuscations such as darkness, bright light, fog, or mist.

Details

Gods and god-like beings, artifacts, and relics, can produce effects that are immune to this spell.

REVERSIBLE AS FALSE SEEING:

FALSE SEEING

Divine divination, level 5

RANGE	Touch
DURATION	1 round per cleric level
AREA OF EFFECT	120ft radius around the creature you touch
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Yes (negates effect)

This spell affects one creature. The target sees wild hallucinations. It is blinded for the spell's duration, and must attempt a morale check each round or flee screaming in a random direction.

Details

The target must add its Wisdom saving throw modifier to the saving throw attempt.

1.8.2.6. SIXTH LEVEL CLERIC SPELLS

AERIAL SERVANT

Divine conjuration, level 6

RANGE	10ft
DURATION	1 day per cleric level
AREA OF EFFECT	Nil
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

This spell summons an aerial servant, an invisible elemental being, and binds it to your service.

Unless either you or the aerial servant travels to another plane, the aerial servant magically knows the direction and distance both to the place where you summoned it and to where you are now.

Details

This spell will fail unless you're on the Prime Material Plane, the Elemental Plane of Air, the ethereal plane, or the astral plane.

The aerial servant can't speak and doesn't know any languages, but this spell makes it understand your spoken word commands.

The aerial servant hates being controlled in this way and doesn't want to serve. The spell compels it to do exactly as you say.

The aerial servant doesn't have to obey a command that's obviously self-destructive, and it doesn't have to obey a command to attack a creature.

The aerial servant is dismissed, and the spell ends, when the aerial servant is killed; when you're killed; when you use your action to dismiss the aerial servant; when you leave the plane on which you cast this spell; or when the aerial servant leaves the plane.

The aerial servant isn't evil, but it can't cross the boundary of a Protection from Evil spell. It also can't cross the boundary of a magic circle. It must recoil from a holy symbol held out by a cleric or paladin.

Nothing in this spell stops the aerial servant from attacking you, so it's best to stand in a protected area until you've finished giving the creature its commands.

If the aerial servant's mission can't be completed, the spell ends, and the aerial servant is no longer commanded. It will usually return to you and attack you.

ANIMATE OBJECT

Divine transmutation, level 6

RANGE	30ft
DURATION	1 round per cleric level
AREA OF EFFECT	An object up to one cubic foot per cleric level
COMPONENTS	V, S
CASTING TIME	9 segments
SAVING THROW	None

This spell infuses a spirit into an inanimate object, which becomes a temporary creature that does your bidding. When the spell ends, the object becomes inanimate again. If it took damage while it was a creature, the damage remains.

Details

The animated object has no sense of self-preservation and obeys all your commands, even if obviously self-destructive.

The temporary creature's statblock is given under "animated object" in the OSRIC GM Guide.

If you cast this spell on an object that's too large, then the spell ends without effect and your spell slot is still used up.

The animated object can't speak and doesn't know any languages, but this spell makes it understand your spoken word commands.

The spell ends when the animated object is killed; when you're killed; when you use your action to dismiss it; or when you leave the plane on which you cast this spell.

Note: Commanding the animated object doesn't use your action in combat, so for example you can speak to it while you fight; but in the round when you give it a command, you can't cast spells that have a verbal component.

BLADE BARRIER

Divine evocation, level 6

RANGE	30ft
DURATION	3 rounds per cleric level
AREA OF EFFECT	Sphere of varying radius around the target point
COMPONENTS	V, S
CASTING TIME	9 segments
SAVING THROW	None

This spell creates a sphere of whirling blades around the targeted point in space. You define the radius of the blade barrier as 5ft, 10ft, 15ft, or 20ft when you cast the spell, and you cannot change the radius or move the target point after casting the spell. You must be able to see the target point to cast the spell.

Details

The blades can't penetrate rock or brick. If the area of effect includes rock or brick, the blades won't appear in that part of the area of effect.

The spell ends if you are killed or when you use your action to dismiss the blades.

The blades aren't magical, so creatures that can only be hit by magical weapons take no damage.

The whirling blades deal 8d8 points of slashing damage on contact, with no "to-hit" roll or saving throw. Each creature that enters or reaches through the barrier of blades *from either side* takes this damage. If a creature is standing in the barrier when it is created, that creature takes damage. If a creature remains standing in the barrier, damage is inflicted at the beginning of each round. The barrier is actually quite narrow, so standing adjacent to it does not inflict damage, but any attempt to make a melee attack through the barrier causes damage.

When a creature tries to fire a physical missile or throw a physical projectile through the barrier, apply a penalty of -3 to the attack roll. Magical attacks and energy attacks don't take this penalty.

CONJURE ANIMALS

Divine conjuration, level 6

RANGE	30ft
DURATION	2 rounds per cleric level
AREA OF EFFECT	Up to 1 creature for each level you have in the cleric class
COMPONENTS	V, S
CASTING TIME	9 segments
SAVING THROW	None

This spell "conjures" animal allies from thin air. You must be able to see the target point.

Details

When you cast this spell, you decide the relative strength of the creatures you want to call (Weak, Medium, Strong, or Mighty). The stronger the creature type, the fewer creatures that appear. Your GM then rolls or decides what kinds of creature appear. Some animals appear on more than one table, and this is deliberate.

WEAK

1 creature for each level you have in the cleric class

D20	CREATURE
1-3	Baboon
4-9	Dog
10-16	Giant rat
17-20	Jackal

MEDIUM

1 creature for every 2 levels you have in the cleric class, rounding down

D20	CREATURE
1-4	Badger
5-14	Herd animal
15-20	Horse

STRONG

1 creature for every 3 levels you have in the cleric class, rounding down

D20	CREATURE
1-2	Boar
3-5	Camel
6-7	Giant goat
8-9	Horse
10-11	Hyena
12-13	Leopard
14-15	Phorusrhacid (Axe Beak)
16-17	Stag
18-20	Wolf

MIGHTY

1 creature for every 4 levels you have in the cleric class, rounding down

D20	CREATURE
1-3	Ape
4-5	Bear
6-7	Boar
8-9	Bull
10-12	Dire wolf
13-14	Leopard
15-16	Lion
17-18	Sabretooth tiger
19-20	Tiger

This spell will fail unless you're on the Prime Material Plane.

This spell makes the animals understand your spoken word commands.

The animals don't have to obey a command that's obviously self-destructive.

The conjured animals are dismissed, and the spell ends, when they're all killed; when you're killed; when you use your action to dismiss them; when you leave the plane on which you cast this spell; or when the conjured animals leave the plane.

Killing or defeating animals conjured by this spell doesn't award any xp.

Note: If spacing is an issue on a battlemat or VTT, the GM may determine the spacing of the conjured animals when they appear. As a general approach, each animal appears in an unoccupied "square" of the caster's choice, in or adjacent to the square containing the target point. If there are no unoccupied squares, then the animal doesn't appear until a suitable square is vacated. If an animal doesn't appear immediately, the spell's duration is extended as appropriate for the late-arriving animals.

FIND THE PATH

Divine divination, level 6

RANGE	Touch
DURATION	1 turn per cleric level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 rounds
SAVING THROW	None

You (or another creature you touch to cast the spell) magically know a route to one specific destination of your choice. If there are several routes, the shortest one is the only one known. If there's no route to the destination, you learn this and the spell ends.

Details

The creature knows the route, but not exact distances or directions, so it can't for example draw an accurate map. Although the route is always one that the creature could use, it doesn't know about any dangers or hazards on the route.

REVERSIBLE AS HIDE THE PATH:

HIDE THE PATH

Divine enchantment, level 6

RANGE	Touch
DURATION	1 turn per cleric level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 rounds
SAVING THROW	Yes (negates effect)

The creature you touch loses all sense of direction. If it tries to move, then its heading is randomly determined.

Details

The creature can make weapon attacks or unarmed attacks, and cast spells, as normal. Only its directional movements are random.

HEAL

Divine necromancy, level 6

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	None

The target creature regains almost all lost hit points, up to its normal total minus 1d4. All blindness, deafness, diseases, madnesses, and poisons it is suffering from are completely cured. If your target has been affected by a *feeblemind* spell, the *feeblemind* ends.

Details

This spell can't bring back the dead, and does not remove lycanthropy.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS HARM:

HARM

Divine necromancy, level 6

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	Yes (negates effect)

You utter a dark incantation, speak an Abominable Word, and attempt to touch the target. If the target fails a saving throw vs. spells, it takes enough magical damage to reduce its hit points to a die roll of 1d4.

Details

In some GMs' campaigns, the Abominable Words are lost secrets, which you can only learn from ancient books, consulting extraplanar powers, or speaking to certain liches.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

PART WATER

Divine transmutation, level 6

RANGE	30ft per cleric level
DURATION	1 turn per cleric level
AREA OF EFFECT	A path 10ft wide and up to a mile deep, whose length is 30ft for each level you have in the cleric class
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Depends on use of spell (see below)

This spell opens a dry pathway through a body of water (not exceeding a mile in depth). For this use, there is no saving throw. It can be used to destroy water elementals.

Details

Only bodies of water are affected. This spell doesn't function on the Elemental Plane of Water.

If your target is a water elemental, or contains water elementals, then each affected elemental must attempt a saving throw vs spells and other magical effects. Affected water elementals that fail their saving throws are destroyed. Those that succeed still take 6d6 points of raw magical damage.

SPEAK WITH MONSTERS

Divine divination, level 6

RANGE	Caster
DURATION	1 turn
AREA OF EFFECT	30ft radius around you
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

This spell is a universal translator for the caster, which works on any creature or plant intelligent enough to communicate. The spell magically translates the "speech" of other creatures into a language you can understand. It also magically translates your words for other creatures within the area of effect.

Details

Creatures with less than animal intelligence (1) cannot meaningfully communicate even under the effect of this spell.

This spell doesn't make an unfriendly creature friendly.

Example: You have cast the spell on yourself and are speaking to a room filled with crab-people and intelligent mushrooms. If you speak to a crab-person, the other crab-people will understand the speech, but you will have to repeat yourself for the intelligent mushrooms (because they don't speak crab-person). You can understand the claw-click speech of the crab-people and the spore-exhalations of the intelligent mushrooms. You can't communicate with the plant on the podium or the gelatinous cube guarding the door (because they have 0 intelligence).

STONE TELL

Divine divination, level 6

RANGE	Touch
DURATION	1 turn
AREA OF EFFECT	Up to 10 cubic feet
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

This spell gives stone the ability to hear your questions and mentally reply. It gives brief, truthful answers to your questions, to the best of its knowledge.

Details

Only you can hear the stone's answers. The stone only knows what has happened within twenty feet of it (which is why the area of effect is important).

WORD OF RECALL

Divine transmutation, level 6

RANGE	Caster
DURATION	Instantaneous
AREA OF EFFECT	You, plus creatures and objects weight up to 25lbs for each level you have in the cleric class
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None

This spell takes you (and possibly others) to a sanctuary that you have previously prepared. Before you can cast Word of Recall, you must first have designated a sanctuary. You must do this by standing in the sanctuary and spending ten minutes in private prayer.

Details

You can only have one sanctuary at a time. If you designate a new sanctuary, then the old one is no longer a sanctuary.

This spell only transports willing creatures. Unwilling creatures are unaffected.

Anything held, worn, or carried by the creatures is transported, although this can't be used to add additional "creatures" unless they are quite small (roughly 30 pounds or less).

1.8.2.7. SEVENTH LEVEL CLERIC SPELLS

ASTRAL SPELL

Divine transmutation, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Affected creatures, with objects and equipment worn or carried by those creatures
COMPONENTS	V, S
CASTING TIME	3 turns
SAVING THROW	None

This spell transports avatars of yourself and up to five other creatures to the Astral Plane, leaving your physical bodies behind.

Details

This spell only transports willing creatures. Unwilling creatures are unaffected.

Most magic items are weakened or suppressed while on the Astral Plane, and some spells work differently.

Affected creatures retain their physical bodies on the Prime Material Plane. The bodies are unconscious and incapacitated until the spell ends.

This spell creates astral avatars, which look exactly like your physical bodies on the Prime Material. Each creature's avatar is connected to its physical body on the Prime Material by a *silver cord*. The silver cord is invisible and invulnerable to most kinds of damage, but can be severed by deities and creatures of similar power, by certain rare weather effects on the Astral Plane, and by a very limited number of special weapons and powers. If the silver cord is cut, the creature's astral avatar disappears and its physical body dies.

The astral avatar can enter other planes from the Astral, but it can't enter a plane where you have a physical body (other than to return into the original body).

CONTROL WEATHER

Divine conjuration, level 7

RANGE	Nil
DURATION	4d12 hours
AREA OF EFFECT	An area around the target not exceeding 4d4 square miles
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None

This spell allows you to control precipitation, temperature, and wind speed in a large area. The new weather takes 10d4 minutes to reach full strength.

Details

This spell won't generate weather conditions that don't occur naturally where you are. For example, it can't generate a snowstorm in the tropics, nor a monsoon in the tundra.

This spell only works on the Prime Material Plane, the Elemental Plane of Air, or the Elemental Plane of Water; or in some other part of the multiverse where your GM says there is weather. This spell can't affect the rare forms of weather on the Astral or Ethereal Planes. In the Outer Planes, the weather is usually under the direct control of a god or other power.

This spell affects the weather, not the geological or astronomical conditions. You can't use this spell to create an earthquake or eclipse.

You can use the spell to move one step on the precipitation and wind speed columns. Temperature can be altered by no more than 1d10 + 10 degrees Fahrenheit.

Precipitation:

Clear

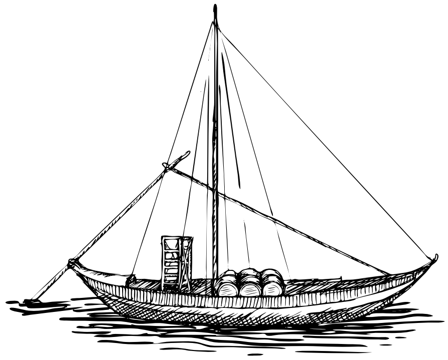
Light clouds

Cloudy

Light precipitation

Medium precipitation

Heavy precipitation



Wind Speed:

Calm

Light breeze

Wind

Strong wind

Gale

EARTHQUAKE

Divine transmutation, level 7

RANGE	360ft
DURATION	1 round
AREA OF EFFECT	A contiguous area of stone, up to 5ft diameter per cleric level
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	None (See below)

This spell creates a minor earthquake. Yawning cracks in the earth appear, and have a good chance to swallow creatures in the area of effect.

Details

Non-material creatures and that are flying or levitating don't fall into cracks. Your GM might say that certain extremely large creatures are too large to fall in. Elementals survive falling in a crack and can return after 3d6 rounds.

The chance of falling into such a crevice varies by creature size: 1 in 4 (small creatures), 1 in 6 (medium-sized creatures), or 1 in 8 (large creatures). No saving throw applies.

Creatures that are swallowed up take 12d10 points of blunt damage.

GATE

Divine conjuration, level 7

RANGE	30ft
DURATION	Instantaneous
AREA OF EFFECT	A two-dimensional rectangle 10ft wide and 20ft high that's contiguous with your target point
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell draws the attention of an extra-planar creature you specify by name or type, and opens a portal at the target point through which that creature can emerge into the caster's plane of existence. The named creature is not forced to step through the gate, but *something* will (as determined by the GM).

Details

If you know the true name, or at least one of the true names, of a being, you can try to call on that individual being. It is still not forced to emerge. In particular, if you call on a deity or being of equivalent power, it doesn't come in person, but sends a minion.

Casting this spell doesn't give you any control over the gated creature, and unless it's presented with a matter that obviously justifies its time and attention, it may be irascible.

The gate appears in an appropriate orientation. For example, if you call on a celestial being, then the gate appears above you and the being descends. If you call on a fiend, then the gate appears below you and the being crawls up to the surface.

Your GM controls the gated creature.

HOLY WORD

Divine conjuration, level 7

RANGE	Nil
DURATION	Varies, see below
AREA OF EFFECT	30ft radius
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None (see below)

You utter a *holy word*, and all non-good-aligned creatures in the area of effect suffer considerable harm.

Details

All fiends, and elementals of evil alignment, are instantly banished to their home plane.

Other creatures of non-good alignment suffer various effects depending on their level or hit dice:

HOLY WORD EFFECTS

LEVEL OR HIT DICE	EFFECT	DURATION
Less than 4	Killed	Instantaneous
Between 4 and 7	Paralyzed	10d4 rounds
Between 8 and 11	Movement speed halved; -4 to attack rolls	2d4 rounds
More than 11	Reduce movement speed by 10ft; -2 to attack rolls	1d4 rounds

Deities and creatures of similar power aren't affected by this spell. This spell doesn't work in the Lower Outer Planes.

Note: The original description of this spell notes that it affects creatures of "differing" alignments. It was never clarified if this meant "any non-good alignment" or simply "evil as opposed to good." The first interpretation would apply the effects to Neutral-aligned creatures, and the second would not. Your GM will decide if *holy word* affects creatures of all non-good alignments or if it only affects specifically evil creatures. The author (Matt) believes the correct interpretation is that it affects any non-good creature.

REVERSIBLE AS UNHOLY WORD:

UNHOLY WORD

Divine conjuration, level 7

RANGE	Nil
DURATION	Varies, see below
AREA OF EFFECT	30ft radius
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None (see below)

You utter an *unholy word*, and all non-evil-aligned creatures in the area of effect suffer considerable harm.

Details

All celestials, and elementals of good alignment, are instantly banished to their home plane.

Other creatures of non-evil alignment suffer various effects depending on their level or hit dice:

UNHOLY WORD EFFECTS

LEVEL OR HIT DICE	EFFECT	DURATION
Less than 4	Killed	Instantaneous
Between 4 and 7	Paralyzed	10d4 rounds
Between 8 and 11	Movement speed halved; -4 to attack rolls	2d4 rounds
More than 11	Reduce movement speed by 10ft; -2 to attack rolls	1d4 rounds

Deities and creatures of similar power aren't affected by this spell. This spell doesn't work in the Upper Outer Planes.

REGENERATE

Divine necromancy, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	3 rounds
SAVING THROW	None

This spell re-grows or re-attaches a lost body part. It can also be used to heal damage to organs or other injuries that aren't healed by a *heal* spell or the *cure* spells, which mainly focus on diseases and hit point damage. So, for example, this spell can restore eyesight to damaged eyes, whereas *cure blindness* does not.

Details

You can only restore a body part to a creature that's alive. You can't restore a creature's head or brain, and if the head or brain are missing when you cast this spell, then the spell ends without effect.

A severed body part that's present when you cast the spell is instantly reattached. If the body part is elsewhere or has been destroyed, then the body part regrows over the course of 2d4 combat rounds.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS WITHER:

WITHER

Divine necromancy, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	3 rounds
SAVING THROW	None

This spell causes degeneration of living tissue, the opposite of regeneration.

Details

If you successfully touch a creature, it can choose to roll a saving throw vs spells, and if it passes, it takes half damage.

Your target takes 8d12+32 corrosion damage, or 4d12+16 if it passed its saving throw. If you touched a creature's limb and it failed its saving throw, then the limb withers.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

RESTORATION

Divine necromancy, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	3 rounds
SAVING THROW	None

Each casting of this spell restores one level that was lost to an undead creature's level drain, or any other level draining effect. It also has general restorative effects that may be applied by the GM.

Details

There is a window of time during which this spell must be cast: one day per level you have in the cleric class. If the experience level was lost outside of that time window, you cannot restore the lost level.

Your target receives enough experience points to place it at the start of the new level.

If the creature has been affected by a *feeblemind* spell or similar effect, its mind is restored.

REVERSIBLE AS ENERGY DRAIN:

ENERGY DRAIN

Divine necromancy, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S
CASTING TIME	3 rounds
SAVING THROW	None

This spell drains one level of experience from the target.

Details

You must touch your target, which may require a to-hit roll. No saving throw is allowed.

Your target loses one life energy level (level of experience). If it's level 1 or lower, or has 1 or fewer hit dice, then it is killed.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

RESURRECTION

Divine necromancy, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	The piece of flesh or bone you choose
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	Only when used vs. undead

The awesome power of a *resurrection* spell brings the dead back to life by returning a soul to a portion of its body and re-growing the rest of the body if necessary. The creature remembers that it died, but it doesn't remember what happened between its death and its resurrection.

Details

If all goes as planned, your target is returned to life with full hit points. If it had spells prepared and/or unused spell slots when it died, then it retains them. Any body parts that were missing when this spell was cast are restored.

Unless your GM says otherwise, this spell only works on humans, half-elves, gnomes, dwarfs, and halflings, but not elves or half-orcs. This is because the spell affects souls but not spirits; per the original rules, elves and half-orcs have spirits rather than souls.

You can't return a creature to life if its death occurred longer ago than ten years for each level you have in the cleric class. You can still use this spell to kill an undead creature that died longer ago than this.

You must have a piece of the creature's flesh and/or bone weighing at least 1 ounce before you can resurrect it, so for example you can't resurrect a fingernail or a lock of hair.

You can only resurrect a creature that's deceased (you can't use the arm of a living person to create a second version of that person).

The slain creature must pass a Resurrection Success roll, which depends on its Constitution stat. If it fails the roll, it isn't returned to life and is forever dead, unaffected by future castings of this spell or *raise dead*.

Using the Spell Against Undead

If your target is an undead creature, it must attempt a saving throw vs spells and other magical effects. If it passes, then it takes 5d8+5 corrosion damage, and the spell has no other effect. If it's a lich, or if it's a vampire older than a century, then it gains a bonus of +4 on this saving throw. If it fails, then it's returned to life if it died recently enough for this to be possible, and otherwise, it crumbles to dust.

REVERSIBLE AS SURCEASE:

SURCEASE

Divine necromancy, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	10 rounds
SAVING THROW	Yes (lessened effect)

This spell instantly kills the target if they fail a saving throw, and damages them even if they make the save. It involves the speaking of an Abominable Word, which prevents future *raising* or *resurrection* of the body.

Details

In some GMs' campaigns, the Abominable Words are lost secrets, which you can only learn from ancient books, consulting extraplanar powers, or speaking to certain liches.

Unless your GM says otherwise, this spell only works on humans, half-elves, gnomes, dwarfs, and halflings, but not elves or half-orcs. In other words, it "removes" a soul from the body, but does not affect spirit-ruled bodies such as elves and half-orcs.

Your target must be touched (which may require a to-hit roll) and may attempt a saving throw vs spells and other magical effects. If it passes, then it takes 5d8+5 corrosion damage, and the spell has no other effect. If it fails, then it dies instantly and cannot be raised or resurrected, except by a deity or creature of similar power.

SYMBOL

Divine conjuration, level 7

RANGE	Touch
DURATION	1 turn per cleric level
AREA OF EFFECT	Each creature within 100ft that can see the symbol
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	Yes (negates effect)

To cast this spell, you shape a glowing symbol in the air. For the duration of the spell, any creature seeing the symbol must make a saving throw or suffer the effects of the particular symbol you shaped.

Details

Creatures seeing the symbol can attempt a saving throw vs spells and magical effects. If they pass, they can still see the symbol, but they aren't affected by it. Effects of seeing the symbol may last beyond the spell's duration, which is the period of time the symbol is active and visible.

Clerics can use three symbols: Hopelessness, Pain, and Persuasion. You can choose which symbol to use when you cast the spell.

- *Hopelessness:* For the next 3d4 turns, the creature suffers a -100 penalty on morale checks. If attacked in melee, it must either flee or surrender. It can choose which to do.
- *Pain:* For the next 2d10 turns, the creature experiences horrible pain. Its dexterity score and armour class get 2 points worse, and it takes a penalty of -4 on attack rolls.
- *Persuasion:* For the next 1d20 turns, the creature's alignment changes to your alignment, and it views you as a trusted friend.

WIND WALK

Divine transmutation, level 7

RANGE	Caster
DURATION	1 hour per cleric level
AREA OF EFFECT	Creatures of your choice within a 20ft radius of you
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell turns you, and other creatures you designate, into magical vapour, resembling clouds or steam. While you're in this form, you can fly, and you can pass through any gap that's more than half an inch wide.

Details

The spell must affect you, and can also include up to 1 human-sized creature for every eight levels you have in the cleric class. Unwilling creatures aren't affected, and an affected creature can choose to end this spell on itself at any time.

Movement rate under the influence of this spell is 60ft per round.

Note: A creature that's flying when the spell ends will immediately fall. A creature that's in a narrow space when the spell ends takes 6d6 blunt damage and then appears in the nearest unoccupied space, arriving prone.

1.8.3. DRUID SPELLS BY LEVEL

D12	LEVEL ONE	LEVEL TWO	LEVEL THREE	LEVEL FOUR
1	Animal Friendship	Barkskin	Call Lightning	Animal Summoning I
2	Detect Magic	Charm Person or Mammal	Cure Disease	Call Woodland Beings
3	Detect Pits/Snares	Create Water	Hold Animal	Control Temp., 100ft radius.
4	Entangle	Cure Light Wounds	Neutralise Poison	Cure Serious Wounds
5	Faerie Fire	Feign Death	Plant Growth	Dispel Magic
6	Invisibility to Animals	Fire Trap	Protection From Fire	Hallucinatory Forest
7	Locate Animals	Heat Metal	Pyrotechnics	Hold Plant
8	Pass Without Trace	Locate Plants	Snare	Plant Door
9	Predict Weather	Obscurement	Stone Shape	Produce Fire
10	Purify Water	Produce Flame	Summon Insects	Protection from Lightning
11	Shillelagh	Trip	Tree	Repel Insects
12	Speak with Animals	Warp Wood	Water Breathing	Speak with Plants

D10	LEVEL FIVE	LEVEL SIX	LEVEL SEVEN
1	Animal Growth	Animal Summoning III	Animate Rock
2	Animal Summoning II	Anti-Animal Shell	Chariot of Fire
3	Anti-Plant Shell	Conjure Fire Elemental	Confusion
4	Commune With Nature	Cure Critical Wounds	Conjure Earth Elemental
5	Control Winds	Feeblemind	Control Weather
6	Insect Plague	Fire Seeds	Creeping Doom
7	Pass Plant	Transport via Plants	Finger of Death
8	Sticks to Snakes	Turn Wood	Fire Storm
9	Transmute Rock to Mud	Wall of Thorns	Reincarnate
10	Wall of Fire	Weather Summoning	Transmute Metal to Wood

1.8.3.1. FIRST LEVEL DRUID SPELLS

ANIMAL FRIENDSHIP

Druidic enchantment, level 1

RANGE	10ft
DURATION	Permanent (Instantaneous)
AREA OF EFFECT	1 creature
COMPONENTS	V, S, M
CASTING TIME	6 turns
SAVING THROW	Yes (negates effect)

This spell enchants a normal animal of neutral alignment to become your faithful friend and companion.

Details

The spell only functions on creatures with exactly "animal" intelligence (1 Intelligence).

A druid may only have animal friends with hit dice totalling twice his or her level. (The total hit dice can thus increase as the druid gains levels.)

The spell does not function on creatures with magical capabilities, although it can function on a giant animal subject to the hit die maximum.

The animal must attempt a saving throw vs. spells at the beginning of the casting time, not when the spell is cast.

If it fails the saving throw, it remains calm for the remainder of the casting time, and the spell will succeed as long as the casting is not interrupted. If it succeeds, the spell has no effect and is lost.

Once the spell is complete, the animal remains with the druid and can learn tricks similar to those that could be taught to a trained domestic pet. Each trick takes a week to learn, and after the animal has been with the druid for three months it will no longer be able to learn new tricks. During this period, if the animal is left alone by the druid for more than three days, the enchantment will be broken and the animal will revert to the wild.

DETECT MAGIC

Druidic divination, level 1

RANGE	Caster
DURATION	12 rounds
AREA OF EFFECT	Path 10ft wide, 40ft long
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

You see an aura around each magical creature, object, or place within the area of effect.

If the creature, object, or place is invisible, then you know where it is, but you still can't see it. If you make an attack roll against it, then the "to hit" roll penalty for attacking an invisible target is halved, so usually -2 instead of -4.

Details

Only you (the caster) can "see" the magical auras. The spell reveals enchantments, not powers, so it would detect a magic item but it wouldn't detect a druid (or other spellcaster) unless they were using a spell.

Solid material can block the spell. The spell can only penetrate metal if it's one inch thick or less, and brick or stone if it's one foot thick or less.

Unlike the magic-user version of this spell, you can't tell which school or schools of magic are affecting the target.

You must concentrate on maintaining the spell, or it ends. See Section 1.8.1.5 (Concentration) for how this works.

DETECT PITS/SNARES

Druidic divination, level 1

RANGE	Caster
DURATION	4 rounds per druid level
AREA OF EFFECT	Path 10ft wide, 40ft long
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell allows you to magically perceive virtually any form of trap while outdoors. While indoors or underground, you can still detect the presence of pit traps, but not other types of traps.

ENTANGLE

Druidic transmutation, level 1

RANGE	80ft
DURATION	1 turn
AREA OF EFFECT	20ft radius around target point
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	Yes (lessens effect)

This spell causes all plants in a 20ft radius of the targeted location to begin writhing violently about, whipping around and entangling any creature in the area.

Details

Creatures in the area of effect may attempt a saving throw vs. spells.

If the saving throw succeeds, the creature's movement rate is slowed to half normal while in the area of effect. If the saving throw fails, the creature is so securely held in the plants that it cannot move, attack, or cast spells for the duration of the spell. It is not, however, considered to be completely paralysed/held.

The targeted area must already contain plants; plants are not created by the spell. However, even small plants will grow slightly to allow the spell effect.

FAERIE FIRE
Druidic transmutation, level 1

RANGE	80ft
DURATION	4 rounds per druid level
AREA OF EFFECT	1 size M or 2 size S creatures/caster level
COMPONENTS	V
CASTING TIME	3 segments
SAVING THROW	None

This spell ignites a fiery-looking aura of bright light around the enemies you designate, making them easier to hit with attacks.

Details

The aura is visible at a range of 80ft if the observer stands in darkness, and at 40ft if he or she stands near another light source.

The light itself is harmless, but a creature lit by faerie fire is easier to hit; any attacks against it are made with a bonus of +2.

INVISIBILITY TO ANIMALS
Druidic transmutation, level 1

RANGE	Touch
DURATION	1 turn + 1 round per druid level
AREA OF EFFECT	One creature
COMPONENTS	S, M
CASTING TIME	4 segments
SAVING THROW	None

The person on whom this spell is cast becomes invisible, scentless, and silent to normal animals.

Details

Creatures with magical abilities are not affected by this spell, which affects only ordinary creatures and giant versions of them. Creatures with intelligence of 6+ are not affected by the spell.

This powerful form of invisibility is not dispelled if the druid attacks.

Druids will not use this spell to attack animals except in unusual circumstances. It is normally used to sneak past them, or escape.

LOCATE ANIMALS
Druidic divination, level 1

RANGE	Caster
DURATION	1 round per druid level
AREA OF EFFECT	Path 20ft wide, and 20ft per druid level in length
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows you to detect the presence of a specific type of animal you choose to locate.

Details

You must concentrate for a full round in a particular direction in order to gain the insight granted by the spell.

The divination is not blocked by any intervening substance, of any thickness, so it can “see” through walls, thick growths of trees, and into burrows.

PASS WITHOUT TRACE
Druidic enchantment/charm, level 1

RANGE	Touch
DURATION	1 turn/ druid level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows the targeted creature to move through any sort of terrain without leaving behind *any* sign of its passage. It leaves no footprints, no scent, and no other telltales of movement.

Details

The path taken by the target creature radiates magic for 6d6 turns, so the only way to detect the path taken is with a *detect magic* spell.

PREDICT WEATHER
Druidic divination, level 1

RANGE	Nil
DURATION	Instantaneous
AREA OF EFFECT	Surrounding 9 square miles
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell predicts the weather as it will naturally occur within the surrounding nine square miles for the next two hours per caster level. The prediction extends two hours per druid level of the caster. **Example:** a second level druid can predict the weather four hours into the future with this spell.

Details

The spell is cast upon virtually any nearby substance: bones, leaves, powders, etc. The pattern of the substance after the spell is cast reveals what the weather will be if it remains unaffected by magic.

PURIFY WATER
Druidic transmutation, level 1

RANGE	40ft
DURATION	Instantaneous
AREA OF EFFECT	1 cubic ft per druid level
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	None

This spell removes all impurities from water, making it clear and drinkable.

Details

Both holy water and unholy water are turned to normal water by this spell.

REVERSIBLE AS CONTAMINATE WATER:

CONTAMINATE WATER

Druidic transmutation, level 1

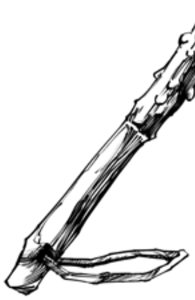
RANGE	40ft
DURATION	Instantaneous
AREA OF EFFECT	1 cubic ft per druid level
COMPONENTS	V, S
CASTING TIME	1 round
SAVING THROW	None (see below)

This spell makes water unsafe to drink.

Details

Both holy water and unholy water are turned to normal water by this spell.

Contaminated water is obviously fouled and dangerous to drink. Anyone who does so must make a saving throw versus poison, and if it fails, the person suffers from a mild disease for 2d6 days. This disease reduces 3 ability scores (randomly determined by the GM) by 1d4 points each until the disease has run its course.



SHILLELAGH

Druidic transmutation, level 1

RANGE	Touch
DURATION	1 round per druid level
AREA OF EFFECT	One oak-club
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell temporarily enchants a club of oak-wood, making it +1 "to hit" and capable of inflicting 2d4 points of damage against small and medium-sized opponents, 1d4+1 against large opponents.

Details

The shillelagh must be wielded by the druid in order for it to possess these magical properties; in the hands of any other person it will be no more than an ordinary wooden club.

SPEAK WITH ANIMALS

Druidic transmutation, level 1

RANGE	40ft
DURATION	2 rounds/druid level
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

This spell gives you the power to communicate with a nearby animal.

Details

When you speak to the animal, you speak in any language you know, and it magically understands you. It speaks in whatever way its species naturally communicates, and the words are translated into your mind (other people do not hear the translation). You can try to persuade, deceive, or bargain with the creature into performing a service for you.

This spell affects normal, non-fantastic creatures such as wolves, badgers, and bears. It also affects giant versions of these creatures as long as the giant version doesn't have additional, fantastic-type abilities. **Example:** a giant lizard would be affected, but not a basilisk (which is much like a giant lizard but has magical properties as well).

Mindless animals (INT "non" or 0) are not affected by the spell, and the animal must have an intelligence of animal, semi-, or low in order for the spell to function. **Example:** a giant lynx ("very" intelligent) would not be affected. With apologies to any evolutionary biologists who might read this, humans aren't considered animals for the purposes of this spell.

The affected creature usually won't begin combat with you while the spell is in effect, but if you or your companions have attacked the creature, it isn't forced to stop fighting by the spell.

This spell doesn't compel the affected creature to tell the truth.

1.8.3.2. SECOND LEVEL DRUID SPELLS

BARKSKIN

Druidic transmutation, level 2

RANGE	Touch
DURATION	4 rounds+1 round/ druid level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

The *barkskin* spell magically toughens a creature's skin, making it as strong as tree bark**.**

Details

The recipient of the spell improves their armour class by one point and also gains a +1 bonus on all saving throws, with the exception of saving throws against Spells.

CHARM PERSON/MAMMAL

Druidic enchantment/charm, level 2

RANGE	80ft
DURATION	See below
AREA OF EFFECT	One person or mammal
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	Yes (negates effect)

This spell causes the target to view the caster as a trusted friend, if the target fails a saving throw vs. spells.

Details

This spell will affect any "person," meaning character ancestries and other small to medium-sized bipeds analogous to persons (orcs, goblins, etc.).

The spell also affects mammalian animals of any kind, even those that are supernatural, giant, or monstrous.

If the target creature fails a saving throw, it will view you as a trusted friend, interpreting your every word in its most positive light. Charmed creatures will place themselves into moderate danger, including combat, on your behalf, but will not undertake risks beyond those the creature might ordinarily take. You must be able to talk to the charmed creature if you are to make any sort of complex "request". Charmed creatures are allowed periodic saving throws to break the charm, based on intelligence:

INT	FREQUENCY OF SAVING THROWS
19+	one saving throw/day
18	one saving throw/2 days
17	one saving throw/3 days
15–16	one saving throw/week
13–14	one saving throw/2 weeks
10–12	one saving throw/3 weeks
7–9	one saving throw/month
4–6	one saving throw/2 months
3 or less	one saving throw/3 months

The charm will be broken automatically if you obviously try to harm the charmed creature.

CREATE WATER

Druidic transmutation, level 2

RANGE	10ft
DURATION	Instantaneous
AREA OF EFFECT	Up to 1 cubic foot/ caster level
COMPONENTS	V, S
CASTING TIME	1 turn
SAVING THROW	None

For each level you have in the druid class, you can conjure up to 1 cubic foot (about sixteen litres) of water from the Elemental Plane of Water. You can limit the amount of water created if you choose.

Details

Unless the target point is inside a receptacle, the water immediately spills.

The target point can't be inside a creature.

Unlike the cleric version, the druidic version of this spell is not reversible.

CURE LIGHT WOUNDS

Druidic necromancy, level 2

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

The target creature regains 1d8 hit points, up to its normal maximum. Any healing over the creature's normal maximum is wasted.

Details

This spell can't cure diseases, reattach limbs, bring back the dead, or heal any other affliction that isn't an injury measured in hit points. These more serious injuries must be healed with more powerful spells.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS CAUSE LIGHT WOUNDS:

CAUSE LIGHT WOUNDS

Druidic necromancy, level 2

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

The touched target creature takes 1d8 hit points of magical damage, even if it is immune to mundane weapons. Touching the creature requires a successful to-hit roll, but no saving throw is allowed.

Details

If you miss the to-hit roll on the target, no damage is inflicted and the spell is lost.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

FEIGN DEATH

Druidic necromancy, level 2

RANGE	10ft
DURATION	4 rounds + 2 rounds per druid level
AREA OF EFFECT	1 creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell magically slows the recipient's metabolism. It is impossible to tell that they aren't actually dead.

Details

The recipient can hear, smell, and think, but the senses of touch and sight no longer function.

Damage caused to the pseudo-corpse is reduced by one half, and the spell's recipient will not even know that the damage has been caused—potentially a dangerous situation.

A person under the influence of this spell is not subject to level draining by the undead and will not be affected by poisons until the spell wears off or is otherwise removed.

The caster can remove the catalepsy at will, and the spell is subject to being dispelled.

FIRE TRAP

Druidic evocation, level 2

RANGE	Touch
DURATION	Permanent until tripped
AREA OF EFFECT	1 object
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	Yes (half damage)

This spell enchants any item that can be opened or closed (such as a door or chest) with a magical trap. When the item is opened by any person other than the caster, magical fire explodes in an area 5ft in radius around the *fire trapped* object, causing fire damage of 1d4 plus the caster's level to all creatures in this area. A successful saving throw is allowed for each victim, indicating half damage.

Details

The item upon which this spell is cast suffers no damage from the explosion. Detecting a *fire trap* is extraordinarily difficult; attempts to find traps are reduced by one-half in efficacy if the trap is a *fire trap*, and the trap will detonate if an attempt to remove traps fails.

HEAT METAL

Druidic transmutation, level 2

RANGE	40ft
DURATION	7 rounds
AREA OF EFFECT	All metal worn by one size Medium creature per druid level, or 50 lbs weight/druid level
COMPONENTS	V,S,M
CASTING TIME	4 segments
SAVING THROW	None

This extremely powerful spell causes metal to heat up to searing temperatures. It affects all metal worn by one size Medium creature per druid level, or 50 lbs weight/druid level if the metal is not worn by creatures. Magic armour, if metal, is entitled to a saving throw against magical fire, which negates the effect on the armour if successful. Elfin chain mail is entirely unaffected by the spell.

Details

Damage from contact with the metal changes over time as the metal heats and then cools.

Round 1	No effect other than discomfort
Round 2	1d4 hp fire damage
Rounds 3–5	2d4 hp fire damage, severe blistering to extremities (hands, feet), and unconsciousness if the metal is a helmet
Round 6	1d4 hp fire damage
Round 7	No effect other than discomfort

Immersion in water will negate the effects of the spell.

REVERSIBLE AS CHILL METAL:

CHILL METAL

Druidic transmutation, level 2

RANGE	40ft
DURATION	7 rounds
AREA OF EFFECT	All metal worn by one size M creature per caster level, or 50 lbs weight/caster level, as applicable
COMPONENTS	V,S,M
CASTING TIME	4 segments
SAVING THROW	None

This extremely powerful spell causes metal to become dangerously cold. It affects all metal worn by one size Medium creature per druid level, or 50 lbs weight/druid level if the metal is not worn by creatures.

Details

Damage from contact with the metal changes over time as the metal cools and then returns to normal.

Round 1	No effect other than discomfort
Round 2	1d2 hp cold damage
Rounds 3–5	1d4 hp cold damage, severe frostbite (possible need for amputation of extremities such as fingers, ears)
Round 6	1d4 hp cold damage
Round 7	No effect other than discomfort

LOCATE PLANTS

Druidic divination, level 2

RANGE	Caster
DURATION	1 round/druid level
AREA OF EFFECT	Radius 5ft /druid level
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows you to detect the presence of a specific type of plant you choose to locate.

Details

You must concentrate in order to gain the insight granted by the spell.

The divination is not blocked by any intervening substance, of any thickness, so it can "see" through walls, thick growths of trees, and into burrows.

OBSCUREMENT

Druidic transmutation, level 2

RANGE	Nil
DURATION	4 rounds/ druid level
AREA OF EFFECT	10ft x 10ft cube per druid level
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	None

This spell causes an enchanted mist to billow out from the area where the druid stands, rapidly filling the area of effect and reducing visibility therein to 1d4×2ft.

Details

The spell is affected by natural conditions such as strong winds, which will reduce the spell's effective duration.

PRODUCE FLAME

Druidic transmutation, level 2

RANGE	Caster
DURATION	2 rounds/ druid level
AREA OF EFFECT	Small flame
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	Indirectly (see below)

This spell ignites an eldritch flame in the palm of the druid's hand. It causes no harm to the druid but is otherwise equivalent to the flame of a torch. It can be used to set fires and may also be thrown as a missile.

Details

The throwing range of the flame is 40ft, and when the flame hits an object it will explode, potentially igniting all combustible material in a radius of 15ft. Materials are entitled to saving throws against *normal* fire. The flash-flame inflicts 1d3 hit points of fire damage (equivalent to a torch) on creatures.

The druid may banish the magical flame at will, but fires set by it must be extinguished by normal means.

TRIP

Druidic enchantment, level 2

RANGE	Touch
DURATION	1 turn/druid level
AREA OF EFFECT	1 object up to 10ft in length
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	See below

This spell turns an appropriate object into a magical trap of sorts.

Details

The object rises from the ground and trips any creature crossing over it, even if they are aware of it.

The object is 80% undetectable and will affect even the caster.

A saving throw vs spells is allowed to avoid the effect, at a +4 bonus if the potential victim is aware of the object's presence.

The trap causes falls to be much worse than normal: a running creature will suffer 1d6 points of damage and be stunned for 1d4+1 rounds, or will merely be stunned if they fall onto a soft surface such as grass. Creatures larger than size Medium are not affected by the spell.

WARP WOOD

Druidic transmutation, level 2

RANGE	10ft per druid level
DURATION	Instantaneous (permanent)
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

This spell permanently warps wood and may be used to destroy arrows, spears, doors, etc.

Details

The druid may affect a volume of wood roughly fifteen inches long by one inch thick per caster level, about the volume of an axe handle. Multiple items may be affected; four arrows have about the same volume as an axe handle. A fifth-level druid could effectively destroy a normal door with this spell.

1.8.3.3. THIRD LEVEL DRUID SPELLS

CALL LIGHTNING

Druidic transmutation, level 3

RANGE	Caster
DURATION	1 turn per druid level
AREA OF EFFECT	360ft radius around caster
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	Yes (Half damage)

This spell may only be cast outside, and only if there is already significant cloud cover in the area. Under these circumstances, you may use this spell to call down a slow but shattering barrage of lightning bolts from the sky to the ground.

Details

One bolt may be called every turn (10 minutes) and must land within the area of effect.

The bolts inflict 2d8 points of electrical damage, plus another d8 per level of the caster.

Any creature within 10ft of a bolt's impact (or along its downward path if airborne) will sustain damage.

After the spell is cast, you do not need to maintain concentration except in the round when you call down another bolt of lightning.

CURE DISEASE

Druidic necromancy, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	Permitted (negates effect)

The target creature is cured of all diseases (see details, below), although full recovery may take up to a week.

Details

Many diseases are described in terms of "the victim will die within X days", and this spell stops that counting process; the target of the spell is no longer at any risk of dying from a disease. The fact that they may not have made a "full recovery" yet simply means that they are not yet at full strength.

This spell cures physical pathologies and removes physical parasites. It can't cure genetic conditions or birth defects, and it only affects mental health conditions to the extent that curing any underlying pathology or parasite could.

The spell only affects normally living creatures, so does not affect constructs, elementals, golems, or undead.

This spell can only cure lycanthropy if it's cast before the first time the affected creature changes into lycanthrope form. After the creature has changed into lycanthrope form, its lycanthropy becomes a complex condition that's part disease, part curse, and partly a magical alteration to its essential nature.

The target creature can choose to attempt a saving throw vs spells and other effects, and if it passes, one or more diseases of its choice are not cured by this spell.

This spell also has some special uses where it cures other effects that aren't precisely diseases. These special uses are listed in the relevant creature or object's descriptions elsewhere in OSRIC.

REVERSIBLE AS CAUSE DISEASE:

CAUSE DISEASE

Druidic necromancy, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	Yes (negates effect)

The creature you touch is infected by a disease (details below).

Details

A touch is required, which means the caster must make a to-hit roll if the target is resisting and not immobilised. Even with a successful touch, the target creature is allowed a saving throw vs spells. If it passes the saving throw, it isn't affected by this spell.

The spell only affects normally living creatures, so does not affect constructs, elementals, golems, or undead.

- The spell takes effect 1d6 turns after you cast it. The creature takes 1 hp of disease damage every turn (10 rounds) after the spell takes effect, and each time it takes this damage, its hp maximum is reduced by 1. This damage can't reduce the creature below 1 hp, and it can't reduce the creature's hp maximum below 8 hp.
- Every hour after this spell takes effect, the creature takes a penalty of -1 on its attack rolls and damage rolls. This penalty is cumulative, but it can't reduce the creature's attack damage below 1 hp of damage.

You can choose to end this spell at any time, and if you're killed, the target creature is cured.

HOLD ANIMAL

Druidic enchantment, level 3

RANGE	80ft
DURATION	2 rounds per druid level
AREA OF EFFECT	Up to 4 animals
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	Yes (see below)

This spell paralyses up to 4 animals.

Details

If the animal fails its saving throw, it is paralysed (see 1.6.10, "Conditions") for the duration of the spell.

You decide how many animals you will target with the spell: if there is only one target, the saving throw is made at -4; if two, each makes the saving throw at -2; if three, the saving throw is at -1; and if you seek to hold four animals, each makes its saving throw with no penalty.

Creatures with magical abilities are not affected by this spell, which affects only ordinary creatures and giant versions of them. Humans, demi-humans, and humanoids are not considered animals.

Creatures with intelligence of 6+ are not affected by the spell.

Note: "Animal" is a term that is defined differently in different places in the original rules. We have used *invisibility to animals* as the model here, rather than *animal friendship*.

NEUTRALISE POISON

Druidic transmutation, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell is targeted upon a single creature, on a place, or on an object containing poison. It makes a venom, toxin, or contaminant (usually inside a creature) harmless. As a result, it can potentially bring someone who has recently "died" from poison "back to life."

Details

This spell doesn't affect diseases or contamination caused by disease.

Gods, demigods, artifacts, relics, and other things of equivalent power aren't affected by this spell, but your GM might choose to say that some effects caused by such things are affected.

If your target is a toxic or contaminated place, then all toxins and contaminants are purged from the affected area.

Using the spell to de-venom an opponent

If your target is a creature, then when you cast this spell, it can choose to attempt a saving throw vs spells and other magical effects. If it passes the saving throw, it isn't affected. If a creature with a venomous attack fails the save, then the venom component of its attack is temporarily nullified. The venom is restored at dawn the next day.

Using the spell to revive someone "dead by poison"

If your target is a creature that's been poisoned, then all venoms, toxins, or contaminants affecting that creature are purged from its system, but any damage the poison has already inflicted remains. This spell can also affect creatures that have recently died of poison. A creature has "recently died of poison" if it died either from poison damage, or because it failed a saving throw vs poison, within a number of turns equal to one turn for each level you have in the druid class.

REVERSIBLE AS POISON:

POISON

Druidic transmutation, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	A 1ft cube for every 2 druid levels, including no more than one creature
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	Depends on use of spell (see below)

When you complete the words and gestures of this spell, your touch becomes deadly poison. An alternative use of the spell is to make a consumable substance poisonous. In both case you must touch the target.

Details

If your target is a creature, then when you cast this spell, it can choose to attempt a saving throw vs poison. If it passes the saving throw, it isn't affected.

Creatures that are immune to poison aren't affected by this spell.

Gods, demigods, artifacts, relics, and other things of equivalent power aren't affected by this spell.

- If your target is a creature and it fails its saving throw, it dies.
- If your target is an edible or potable, it becomes lethally poisonous. The first creature to eat or drink from it must attempt a saving throw vs poison or die, unless that creature is immune to poison. When a creature passes or fails this saving throw, the remaining poison is nullified.
-

PLANT GROWTH

Druidic transmutation, level 3

RANGE	160ft
DURATION	Permanent
AREA OF EFFECT	20x20ft square per druid level
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell causes plants and vines to grow with unbelievable speed, forming a tangled barrier of thick vegetation.

Details

The enchantment may be dispelled, or the plants cleared by normal means. Chopping a way through the barrier is possible, but movement is restricted to 10ft/turn (20ft for size L creatures).

There must be some sort of plants already growing in the area of effect, even if they are sparse. The spell does not *create* plants, it just causes them to grow.

PROTECTION FROM FIRE

Druidic abjuration, level 3

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell protects the recipient from fire. It has a greater effect if you cast it on yourself than it does when cast on others.

Details

The spell lasts until the target has been attacked by total potential fire damage of 12 hp/druid level, at which time the spell will be dissipated, and if it is not dissipated by damage, it ends after 1 turn per druid level. Making a successful saving throw does not reduce the "total potential fire damage" count.

If you cast the spell upon yourself:

- You become immune to damage from normal fire.
- You become immune to damage from magical fire (dragon breath, *fireball*, etc.).

If the spell is cast upon another creature:

- The recipient becomes immune to normal fire.
- The recipient gains a saving throw bonus of +4 against magical fire-based attacks, spells, and effects.
- Damage caused by magical fire attacks inflicts only half damage.

PYROTECHNICS

Druidic transmutation, level 3

RANGE	160ft
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

The *pyrotechnics* spell may be used to produce two entirely different effects: a bright display of fiery light or a massive pall of smoke. Both possible uses of the spell require an existing fire source (which may be anywhere in the spell's range), and the spell's area of effect depends on the size of the originating fire.

Details

- If the spell is used to produce fireworks, the flashing display will temporarily blind (for 1d4+1 rounds) all creatures in the area of effect and 120ft beyond—provided that the display is not obstructed from view, of course. The fireworks fill an area ten times the volume of the original fire source and persist for 1 segment/druid level.
- If the spell is used to produce smoke, a billowing cloud emanates from the fire source, obscuring vision beyond 20ft in an area 100 times the volume of the fire source. The smoke remains in place for 1 round per druid level of the caster.

Whatever fire is used as the spell's source is extinguished immediately as the spell is cast.

SNARE

Druidic enchantment, level 3

RANGE	Touch
DURATION	Permanent (until triggered)
AREA OF EFFECT	10ft radius + 6ft per druid level
COMPONENTS	V, S, M
CASTING TIME	3 rounds
SAVING THROW	None

This spell is used to enchant a normal snare, making it hard to detect and supernaturally effective. The spell is cast upon a rope, vine, or cord, which then blends perfectly with the surroundings, becoming 90% undetectable to normal (unenchanted) vision.

Details

When any creature steps into the area bounded by the snare, the snare will whip closed and bind the victim tightly (no saving throw).

If the snare is attached to a suitably flexible tree, the spell magically bends the tree so that when the trap is triggered it will snap the victim into the air for 1d6 points of damage and hold them suspended from the branches.

Strength of 23 is required to break the snare for one hour after the spell is triggered, and the strength required falls by one point per hour until 12 hours have elapsed, at which time the spell ceases to have any effect.

STONE SHAPE

Druidic transmutation, level 3

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	3 cubic ft + 1ft per druid level
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows you to shape stone by the power of your will. You can form it into whatever object or shape you desire, from a weapon to a sculpture, to an ornate stone footstool. Whether used to create gargoyle statues or to make an escape hole from a stone prison, this spell is extremely versatile and useful.

SUMMON INSECTS

Druidic conjuration/summoning, level 3

RANGE	30ft
DURATION	1 round/caster level
AREA OF EFFECT	One enemy creature at a time
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

When you finish casting this spell, a swarm of insects appears from nearby, or from the thin air to attack a single enemy. The swarm can be redirected from one target to another.

Details

There is a 70% chance that the swarm will be composed of flying insects, 30% chance that the insects will be ants or other non-airborne biting vermin.

A flying swarm can move tremendously fast (80ft/round), but a crawling swarm is limited to movement of 12ft/round.

In either case, the insects automatically inflict 2 hp damage per round against their target, and the unfortunate victim will be so thickly covered as to be incapable of any action, including movement. The druid may redirect the swarm to attack another opponent, but the command will cause 1 round of confusion within the swarm as it reorients itself toward the new target.

TREE

Druidic transmutation, level 3

RANGE	Caster
DURATION	6 turns +1 turn/ druid level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

Casting this spell causes your shape to melt and twist into that of a tree, the general appearance determined by the caster.

Details

The spell is neither an illusion nor a charm: you are, for all intents and purposes, a tree. However, in tree shape you retain human senses and will be fully aware of your surroundings.

You may shift back into human shape at will, thereby ending the spell. Magical detections will reveal your true form, but ordinary inspections, no matter how detailed, will not.

WATER BREATHING

Druidic transmutation, level 3

RANGE	Touch
DURATION	6 turns/level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell grants the ability to breathe underwater while the spell lasts. The recipient does not lose the ability to breathe air.

REVERSIBLE AS AIR BREATHING:

AIR BREATHING

Druidic transmutation, level 3

RANGE	Touch
DURATION	6 turns/level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell allows a water-breathing creature to breathe air for the spell's duration. The recipient does not lose the ability to breathe underwater.

1.8.3.4. FOURTH LEVEL DRUID SPELLS

ANIMAL SUMMONING I

Druidic conjuration/summoning, level 4

RANGE	120ft/level
DURATION	See below
AREA OF EFFECT	Animals
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell calls normal or giant animals of a specified type, of no more than 4 hit dice each, to your aid. Assuming that the summoned type of animal is within the spell's range, up to 8 animals will appear.

Details

The animals must be within the spell's range to be summoned. Up to three summoning attempts may be made if animals of the specified type do not appear.

These animals will assist you for a specifically stated mission such as winning a battle or travelling to a specific location. The spell terminates when the mission is achieved or abandoned (or a *dispel magic* terminates it).

Since the animals are summoned, they are hedged out by *protection from evil*.

CALL WOODLAND BEINGS

Druidic conjuration/summoning, level 4

RANGE	360ft +30ft/druid level
DURATION	See below
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	2 turns
SAVING THROW	See below

This spell calls certain woodland creatures to aid you, if any are near enough.

Details

The GM will determine if creatures that will respond to such a call are in the area. In an area with woods nearby, it is reasonable to use 20% as the likelihood of a response, and in non-wooded areas the likelihood might be closer to 5%. This, however, is a guideline for the GM, not a rule.

The creatures are entitled to a saving throw vs. spells, at a penalty of -4.

If the creatures fail the saving throw and are summoned to your aid, they will provide whatever aid they are capable of, although their willingness to engage in combat is subject to their overall reactions to you (see Table 1.6.2.8a: NPC and Monster Reaction).

If there is an evil character in the druid's party, the summoned creatures gain an *additional* saving throw to avoid the effects of the spell, at a bonus of +4.

Creatures that may be summoned by this spell include:

Centaurs	1d4
Pixies	1d8
Satyrs	1d4
Treant	1
Unicorn	1

Since the creatures are summoned, they are hedged out by *protection from evil*.

CONTROL TEMPERATURE, 10FT RADIUS

Druidic transmutation, level 4

RANGE	Caster
DURATION	4 turns +1 turn/ druid level
AREA OF EFFECT	10ft radius
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell allows you to magically affect the temperature of your immediate surroundings, to a radius of 10ft.

Details

The temperature may be raised or lowered by 9° Fahrenheit (4° Celsius) per druid level. Once the temperature is "set," the spell will attempt to maintain that temperature unless you decide to change it.

CURE SERIOUS WOUNDS

Druidic necromancy, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

The target creature regains 2d8+1 hit points, up to its normal maximum. Any healing over the creature's normal maximum is wasted.

Details

This spell can't cure diseases, reattach limbs, bring back the dead, or heal any other affliction that isn't an injury measured in hit points. These more serious injuries must be healed with more powerful spells.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS CAUSE SERIOUS WOUNDS:

CAUSE SERIOUS WOUNDS

Druidic necromancy, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

The touched target creature takes 2d8+1 hit points of magical damage, even if it can only be hit by magical weapons. Touching the creature requires a successful to-hit roll, but no saving throw is allowed.

Details

If you miss the to-hit roll on the target, no damage is inflicted and the spell is lost.

This spell only affects creatures that are naturally living, so it does not affect golems, constructs, elementals, or the undead.

DISPEL MAGIC

Druidic abjuration, level 4

RANGE	80ft
DURATION	Instantaneous
AREA OF EFFECT	40ft cube
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

Magical effects in the area of effect are removed or suppressed. The target point for the spell's effect centre may be a creature, object, place, or point in space within the spell's range.

Details

Gods, demigods, artifacts, relics, and other things of equivalent power aren't affected by this spell.

Psychic or psionic powers aren't magical effects and aren't affected by this spell.

When you finish casting this spell, if the area of effect contains any ongoing magical effects caused by a spell that you personally have cast, then these end. If a creature within the area of effect is *casting* a spell, then that spell is interrupted.

Then, for each dispellable magical effect within the affected area, the GM rolls a d100—in secret, if the GM so wishes.

Your base chance of successfully dispelling each effect depends on caster level, both yours and that of the caster of the magic to be dispelled. Your caster level is the number of levels you have in the druid class. The target's caster level is the number of levels the caster has in the class they used to cast the spell. If the target is a potion or scroll, then its caster level is 12, unless it couldn't have been created by a 12th level caster, in which case its caster level is the minimum level to create it. **Example:** a scroll of *time stop* is caster level 18.

- If your caster level is the *same or higher* than the target's caster level, then your chance of success is 50%, plus 5% (five percent) for each level of the difference.
- If your caster level is *lower* than the target's caster level, then your chance of success is 50%, minus 2% (two percent) for each level of the difference.

For each magical effect that's dispelled:

1. Spells whose area of effect is wholly within the *dispel magic's* area of effect end. This includes innate spell-like powers used by creatures or cast from magic items.
2. If a spell effect is only partly overlapped by the *dispel magic*, then spell doesn't end, but the part within the *dispel magic's* area of effect is suppressed for 1 hour.
3. Potions and scrolls are denatured. Potions become inert, harmless liquids. Scrolls become blank pages.
4. Other magic items' powers (weapons, armour, and other such permanent magic items) are suppressed for 1 round. For that round only, they become non-magical items.
5. Constructs, elementals, golems, or magically summoned creatures within the area of effect aren't banished or suppressed, but they could temporarily lose the power to use spells or innate spell-like powers. **Example:** a fire elemental's burning touch would still do fire damage, but an efreet couldn't use its spells or spell-like powers. Affected spells or spell-like powers return after 1d6 combat rounds.

HALLUCINATORY FOREST

Druidic illusion, level 4

RANGE	80ft
DURATION	Permanent
AREA OF EFFECT	40ft square/druid level
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell creates the illusion that a forest stands in the spell's area of effect (which may be reduced in size if you choose).

Details

Woodland fey and other druids will immediately discern the forest's illusory nature, but even normal animals will be fooled by the forest's appearance.

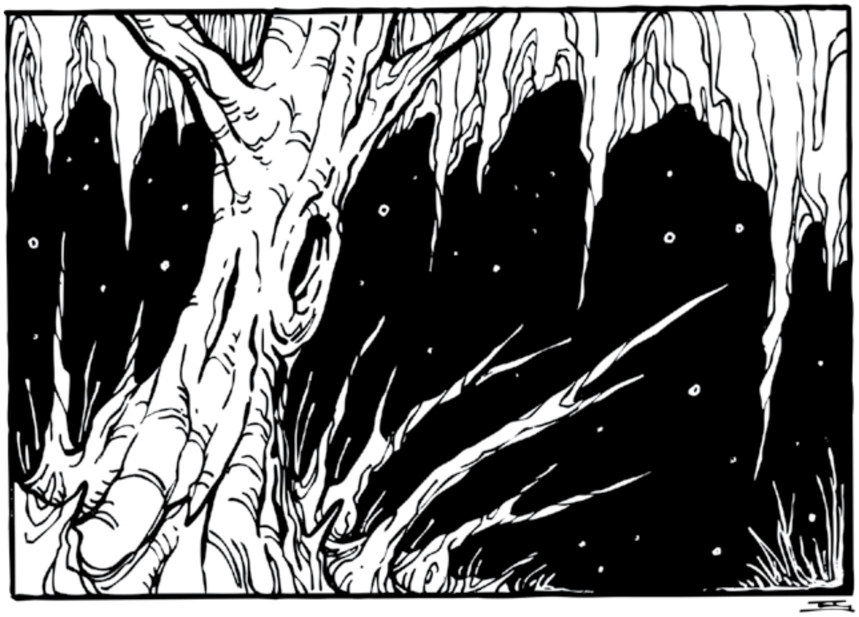
The illusion is not tactile, only visual, so it is likely that intelligent beings entering the forest will quickly realise they are walking in an illusion. However, the mere realisation that the forest is not real does not dispel the illusion, and it will continue to limit vision and possibly create other inconveniences; horses, for example, will not walk a straight path through the illusion, circling around the "trees" they perceive as real.

HOLD PLANT

Druidic enchantment, level 4

RANGE	80ft
DURATION	1 round/druid level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	Negates effect

This spell affects plants that can move, whether naturally or as the result of a spell. Plants affected by the spell are frozen in place for the spell's duration, and if the spell is cast upon normal vegetation



(such as dry leaves), these will make no sound other than sounds caused by the wind.

Details

In the case of plant *creatures* such as treants, the spell affects between one and four creatures, at your option (it affects the saving throw).

In the case of moulds, fungi, and other plants that cannot be considered as separate creatures, the spell affects 4–16 square yards of space, at your option (it affects the saving throw).

- If one creature or 4 square yards of vegetation is targeted, the saving throw against the spell is made at a penalty of -4.
- Two creatures or 8 square yards of vegetation suffer a penalty of -2.
- Three creatures or 12 square yards of vegetation suffer a penalty of -1.
- Four creatures or 16 square yards of vegetation suffer no penalty on the saving throw.

PLANT DOOR

Druidic transmutation, level 4

RANGE	Touch
DURATION	1 turn/druid level
AREA OF EFFECT	Pathway up to 5ft wide, 10ft high, and up to 120ft/druid level in length
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell allows you to travel effortlessly through vegetation of any kind, stepping through it as if it did not exist.

Details

The pathway may also be travelled by a druid of higher level than the caster, but no other creature can take advantage of the spell's effect.

You may move effortlessly through an area of plants affected by a spell (such as *entangle*).

You may even use the spell to shift inside a tree (and you can remain there for the duration). If you are within a tree that is attacked, you must leave the tree before it is actually killed, or you will die with the tree.

PRODUCE FIRE

Druidic transmutation, level 4

RANGE	40ft
DURATION	1 round
AREA OF EFFECT	Square, 15x15ft
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	See below

This spell instantly creates a normal fire within its area of effect, a blazing conflagration lasting only one minute (1 round) but causing 1d4 hit points of damage to any creature in the area and potentially igniting all combustible material.

Details

Creatures do not receive a saving throw against damage.

Items are allowed a saving throw against normal fire.

REVERSIBLE AS QUENCH FIRE:

QUENCH FIRE

Druidic transmutation, level 4

RANGE	40ft
DURATION	1 round
AREA OF EFFECT	60ft radius
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell extinguishes all normal fires within the area of effect. It has no effect on magical fire.

PROTECTION FROM LIGHTNING

Druidic abjuration, level 4

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S ,M
CASTING TIME	6 segments
SAVING THROW	None

This spell protects the recipient from lightning and electrical damage. It has a greater effect if you cast it on yourself than it does when cast on others.

Details

The spell lasts until the target has been attacked by total potential electrical damage of 12 hp/druid level, at which time the spell will be dissipated, and if it is not dissipated by damage, it ends after 1 turn per druid level. Making a successful saving throw does not reduce the "total potential electrical damage" count.

If you cast the spell upon yourself:

- You become immune to electrical damage (dragon breath, *lightning bolt*, etc.).

If the spell is cast upon another creature:

- The recipient gains a saving throw bonus of +4 against attacks, spells, and effects that inflict electrical damage.
- Electrical damage is reduced by half.

REPEL INSECTS

Druidic abjuration, level 4

RANGE	Caster
DURATION	1 turn/druid level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	See below

This spell creates an invisible barrier around you, warding you from insects.

Details

Only true insects are affected. The spell does not repel spiders, scorpions, or centipedes.

Insects with less than 2 hit dice are completely hedged out by the spell.

Giant insects (2+ HD) must succeed in a saving throw against spells to pass the barrier. Even if a giant insect should manage to penetrate the barrier, it sustains 1d6 hit points of magical damage from doing so. Once it has penetrated the barrier, it may attack in subsequent rounds without further saving throws or damage.

SPEAK WITH PLANTS

Druidic transmutation, level 4

RANGE	Caster
DURATION	2 rounds/druid level
AREA OF EFFECT	40ft radius around caster
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell grants you the power to communicate with a nearby plant and understand its "speech".

Details

Only you can hear the magical translation.

When you speak to the plant, you speak in Common, and it magically understands you. It speaks in whatever way its species naturally communicates, and the spell translates its words into your mind. Some plants in OSRIC are mobile and potentially dangerous. You can try to persuade, deceive, or bargain with such a creature into performing a service for you.

Your GM will determine if a creature is a "plant" or not for the purposes of this spell.

The affected plant usually won't begin combat with you until the spell ends, but if you or your companions have attacked the plant in the last turn, then it doesn't have to stop fighting.

This spell doesn't compel the affected plant to tell the truth.

1.8.3.5. FIFTH LEVEL DRUID SPELLS

ANIMAL GROWTH

Druidic transmutation, level 5

RANGE	80ft
DURATION	2 rounds/druid level
AREA OF EFFECT	Up to 8 animals in a 10ft radius
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell causes up to 8 animals in the area of effect to grow to twice normal size, doubling their hit dice and the damage they inflict.

Details

The spell does not influence the animals' attitude toward you, so it is advisable to ensure ahead of time that they are friendly.

Creatures with magical abilities are not affected by this spell, which affects only ordinary creatures and giant versions of them. Humans, demi-humans, and humanoids are not considered animals.

REVERSIBLE AS REDUCE ANIMAL

REDUCE ANIMAL

Druidic transmutation, level 5

RANGE	80ft
DURATION	2 rounds/druid level
AREA OF EFFECT	Up to 8 animals in a 10ft radius
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell causes up to 8 animals in the area of effect to shrink to half normal size, halving their hit dice and the damage they inflict.

Details

The spell does not influence the animals' attitude toward you, but if they are hostile, at least they are a lot smaller than they were.

Creatures with magical abilities are not affected by this spell, which affects only ordinary creatures and giant versions of them. Humans, demi-humans, and humanoids are not considered animals.

ANIMAL SUMMONING II

Druidic conjuration/summoning, level 5

RANGE	180ft/druid level
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell calls normal or giant animals of a specified type, to your aid, if the summoned type of animal is within the spell's range. If the animals are 5-8 hit dice, up to 6 are summoned. If the animals are 4 hit dice or less, up to 12 are summoned.

Details

The animals must be within the spell's range to be summoned. Up to three summoning attempts may be made if animals of the specified type do not appear.

These animals will assist you for a specifically stated mission such as winning a battle or travelling to a specific location. The spell terminates when the mission is achieved or abandoned (or a *dispel magic* terminates it).

Since the animals are summoned, they are hedged out by *protection from evil*.

ANTI-PLANT SHELL

Druidic abjuration, level 5

RANGE	Nil
DURATION	1 turn/druid level
AREA OF EFFECT	80ft radius sphere (or hemisphere)
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell creates an invisible barrier in an 80ft radius around the caster. It remains in place for the spell's duration and does not move with the caster. No vegetable matter (including missiles formed of vegetable matter, such as wooden arrows) can penetrate the barrier.

COMMUNE WITH NATURE

Druidic divination, level 5

RANGE	Caster
DURATION	1 round per fact obtained through the communion
AREA OF EFFECT	Caster (see below)
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

To cast this spell, you enter a trance that brings you into a state of oneness with the natural surroundings. This gives you knowledge of the area, learning one fact per druid level.

Details

The radius of the area with which you can commune is a half mile per druid level.

Facts that you may divine include the paths of water, inhabitants in a part of the region, location of a specific inhabitant, location of a cave or other feature, etc. You can ask the questions, and the GM will decide if Nature can perceive the relevant answers. Nature usually can; this is a very powerful spell for information gathering since it isn't as cryptic as clerical divination. You are directly perceiving the information.

CONTROL WINDS

Druidic transmutation, level 5

RANGE	Caster
DURATION	1 turn/druid level (see below)
AREA OF EFFECT	40ft/druid level beyond the 40ft radius of the "eye"
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell allows you to increase or decrease the force of surrounding winds.

Details

You may change the speed of the wind by 3 miles per hour per druid level. An eye of calm with a radius of 40ft remains around you and travels with you. The wind force outside the eye, which extends 40ft per druid level in all directions beyond the eye, increases (or decreases) at a rate of 3 miles per hour every round until the end of the spell's duration, at which time it will return to normal, also at a rate of 3 miles per hour per round.

Winds can be extremely destructive; ships are at great risk of sinking if wind speed reaches 60 miles per hour, and wind speeds of 75+ mph are as a full-fledged hurricane.

INSECT PLAGUE

Druidic conjuration/summoning, level 5

RANGE	320ft
DURATION	1 turn/druid level
AREA OF EFFECT	Cloud of 160ft radius, 40ft high
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell conjures a swarm of biting or stinging insects from a target point on the ground (within range) that you can see.

Details

The insects are wasps, clegs, midges, mosquitoes, or biting locusts. At the start of each round, each creature in the area of effect takes 1 point of piercing damage, and experiences the following effects:

1. If the creature is level 2 or lower, or has 2 or fewer hit dice, then it must flee until it's at least 240ft from the insect plague's edge.
2. If the creature is level 4 or lower, or has 4 or fewer hit dice, then it must check morale, and if it fails, it must flee until it's at least 120ft from the insect plague's edge.

Other Details

- Fire or smoke will hold back the insects for as long as it lasts, so a wall of fire would keep them at bay for its duration, but a fireball or flame strike would merely clear an area of insects momentarily.
- The insects can pass through a tiny space, but not an impenetrable barrier, so for example, they could pass through a blade barrier or a wall of thorns, but not through a wall of force.
- The insects won't enter water, and creatures that are fully submerged in water at the start of the round don't take any damage.
- Creatures that are immune to mundane weapons are unaffected by this spell, regardless of how many hit dice they have.
- Visibility within the area of effect is 30ft.

PASS PLANT

Druidic transmutation, level 5

RANGE	Caster
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

By means of this spell, you step into one tree, and step out from a distant tree of the same type in the direction you specify. You may wait inside the first tree for as long as 1 round per druid level before making the "step" to the other tree.

Details

You can determine the direction in which you travel from one tree to another. Most trees permit a maximum distance of travel of 300 yards, but trees sacred to druids allow travel of considerably greater distance; oak, yew, and rowan trees permit you to travel as far as 600 yards.

If no tree of the same type is to be found in the direction you designated, you emerge through any tree of that species within the spell's range closest to the direction you specified.

You may remain in the first tree for as long as one round per druid level before being forced to leave, and in this case you are treated in the same way as for a *plant door* spell.

If no appropriate tree is available for you to step from, you may remain in the first tree for the spell's duration, but will not be able to use the spell for travelling.

STICKS TO SNAKES

Druidic transmutation, level 5

RANGE	40ft
DURATION	2 rounds/druid level
AREA OF EFFECT	5ft radius
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell transforms dead wood into serpents. The serpents don't understand speech, but if you mentally command them to attack a target, they obey.

For each snake you create, roll a d20. If the result is equal to or less than the number of levels you have in the druid class, then the snake is venomous. Otherwise, it is a constrictor.

Details

Unless you are in a forest, it's a good idea to bring your own sticks. This spell only affects roughly cylindrical objects made of dead wood, with a maximum of your druid level. The target objects can't be magical.

Venomous Snake: **AC** 6, **MV** 90ft, **HD** 2, **ATK** 1, **D** 1 piercing, **SpA** poison (save vs poison or die, apply CON modifier to save), **Size:** S, **AL** N.

Constrictor Snake: **AC** 6, **MV** 90ft, **HD** 2, **ATK** 1, **D** 1 blunt, **SpA** constrict (once hit, target is being constricted until snake releases or is killed; snake can only constrict one target at a time; snake can choose to inflict 1d4 blunt damage to a constricted target on its initiative segment instead of attacking), **Size:** S, **AL** N.

Killing or defeating snakes called by this spell doesn't award any xp.

REVERSIBLE AS SNAKES TO STICKS:

SNAKES TO STICKS

Druidic transmutation, level 5

RANGE	40ft
DURATION	2 rounds/druid level
AREA OF EFFECT	5ft radius
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	Yes (negates effect)

This spell transforms serpents into sticks, for a limited time. The spell affects snakes, serpents, couatls, nagas, and other ophidian creatures; a maximum of one such creature for each level you have in the druid class.

Details

Targeted creatures can choose to attempt a saving throw vs spells and other magical effects, and if they pass, this spell doesn't affect them.

If there's doubt about what creatures are affected, then they're the creatures listed in the general spell description

above, and any other reptilian creature that didn't have limbs when it hatched. Dragons, demons, devils and wyverns are not considered to be snakes and are thus not affected by the spell.

Certain ophidian creatures, such as sea serpents or larger nagas, are too large to fit within the area of effect. Such creatures can't be turned to sticks by this spell. Large boa constrictors, on the other hand, are definitely affected.

While turned to wood, snakes can be broken, burnt, or otherwise destroyed, in which case they will be dead when the spell ends. The thinner the snake, the easier this is.

TRANSMUTE ROCK TO MUD

Druidic transmutation, level 5

RANGE	160ft
DURATION	See below
AREA OF EFFECT	20ft cube/druid level
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell transforms solid rock into mud, with the volume depending on your level.

Details

Any volume of mud will sink until its depth is equal to about one half the pool's diameter.

If this spell is cast upon a ceiling, the resulting volume of mud will immediately collapse, possibly trapping or suffocating those caught beneath. Similarly, if a floor is turned to mud, creatures standing in the area will sink and may be trapped.

If *dispel magic* is cast upon the mud before it eventually dries into dirt, the mud will return to stone, but it does not return to its original shape (so the duration isn't *exactly "*instantaneous" but it is close).

REVERSIBLE AS TRANSMUTE MUD TO ROCK

TRANSMUTE MUD TO ROCK

Druidic transmutation, level 5

RANGE	160ft
DURATION	Instantaneous
AREA OF EFFECT	20ft cube/druid level
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell transforms mud into sandstone or a similar sedimentary rock.

WALL OF FIRE

Druidic evocation, level 5

RANGE	80ft (wall) or caster (ring)
DURATION	Concentration plus 1 round/druid level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIM	7 segments
SAVING THROW	None

You may evoke a *wall of fire* in one of two shapes: a wall or a ring. The size of a straight wall is up to one 20ft (height and length) square per caster level. A ring has a radius of up to 5ft per caster level (with the caster in the centre) and is 20ft high. If the druid manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the caster.

Details

One side of the wall of fire emits the searing heat one would expect, but the other side emits merely a gentle warmth.

- Passing through the flames inflicts 4d4 fire damage + 1hp/druid level.
- Creatures as far as 10ft from the hot side of the wall incur 2d4 hit points of fire damage
- Creatures as far as 20ft from the hot side are burned for 1d4 points of fire damage.

Undead creatures suffer worse from the power of this druidic magic, taking twice the ordinary damage the wall would inflict.

The wall persists for as long as the druid concentrates upon it, or, if the druid does not choose to maintain concentration, will remain for 1 round/druid level. The druid can end the spell at any time.

1.8.3.6. SIXTH LEVEL DRUID SPELLS

ANIMAL SUMMONING III

Druidic conjuration/summoning, level 6

RANGE	240ft/druid level
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

This spell calls normal or giant animals of a specified type, to your aid, if the summoned type of animal is within the spell's range. If the animals are 9-16 hit dice, up to 4 are summoned. If the animals are 5-8 hit dice, up to 8 are summoned. If the animals are 4 hit dice or less, up to 16 are summoned.

Details

The animals must be within the spell's range to be summoned. Up to three summoning attempts may be made if animals of the specified type do not appear.

These animals will assist you for a specifically stated mission such as winning a battle or travelling to a specific location. The spell terminates when the mission is achieved or abandoned (or a *dispel magic* terminates it).

Since the animals are summoned, they are hedged out by *protection from evil*.

ANTI-ANIMAL SHELL

Druidic abjuration, level 6

RANGE	Nil
DURATION	1 turn/druid level
AREA OF EFFECT	10ft radius sphere (or hemisphere)
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell creates an immobile field of force that hedges out all living animal matter.

Details

Undead creatures are not living, so they are not blocked.

Creatures not of the material plane (djinn, elementals, demons, etc.) are not blocked.

"Animal" has its broadest meaning here, so humans are blocked, creatures with intelligence over 6 are blocked, and so on.

CONJURE FIRE ELEMENTAL

Druidic conjuration/summoning, level 6

RANGE	80ft
DURATION	1 turn/druid level
AREA OF EFFECT	Elemental creature(s)
COMPONENTS	V, S, M
CASTING TIME	6 rounds
SAVING THROW	None

This spell summons forth and controls an elemental being from the plane of fire.

Details

Roll 1d100 to determine what appears:

01-86	16HD Fire elemental
87-94	1d4 Salamanders
95-98	Efreet
99-00	24 HD Fire elemental

The elemental will act as your ally, remaining for the spell's duration to assist you however possible, including engaging in combat with your enemies. Druids need no protective circle to summon fire elementals and need not concentrate upon the elemental in any way.

REVERSIBLE AS DISMISS FIRE ELEMENTAL

DISMISS FIRE ELEMENTAL

Druidic conjuration/summoning, level 6

RANGE	80ft
DURATION	Instantaneous
AREA OF EFFECT	One elemental creature
COMPONENTS	V, S, M
CASTING TIME	6 rounds
SAVING THROW	None

This spell returns one elemental creature to the elemental plane of fire.

Details

This spell can affect any creature native to the elemental plane of fire, including (but not limited to) fire elementals, efreet, and salamanders.

CURE CRITICAL WOUNDS

Druidic necromancy, level 6

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

The target creature regains 3d8+3 hp up to its normal maximum. Any healing over the creature's normal maximum is wasted.

Details

This spell can't cure diseases, reattach limbs, bring back the dead, or heal any other affliction that isn't an injury measured in hit points. These more serious injuries must be healed with more powerful spells.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

REVERSIBLE AS CAUSE CRITICAL WOUNDS:

CAUSE CRITICAL WOUNDS

Druidic necromancy, level 6

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

The touched target creature takes 3d8+3 hit points of magical damage, even if it can only be hit by magical weapons. Touching the creature requires a successful to-hit roll, but no saving throw is allowed.

Details

If you miss the to-hit roll on the target, no damage is inflicted and the spell is lost.

In general, the spell only affects normally living creatures. It has no effect on golems, constructs, elementals, or the undead.

FEEBLEMIND

Druidic enchantment, level 6

RANGE	40ft
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	8 segments
SAVING THROW	Yes (see below)

The insidious *feeblemind* spell affects only those who can cast spells**.** If the victim fails the saving throw, they are reduced to the intellect of a child until the spell is removed by a *heal*, *wish*, or *restoration* spell.

Details

The different types of spell casting ability are not equally vulnerable to the *feeblemind* spell.

- Clerics and users of divine magic gain a bonus of +1 to saving throws.
- Druids and users of druidic magic have a -1 penalty to the saving throw.
- Magic users and illusionists (and users of arcane or phantasmal magic) have a -4 penalty to the saving throw.
- Those who can use more than one type of magic must save using the average of their modifiers.

FIRE SEEDS

Druidic conjuration, level 6

RANGE	40ft (see below)
DURATION	1 turn/druid level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 round/ seed
SAVING THROW	Depends on use (see below)

By casting this spell on either acorns or holly berries, you give the seeds the ability to explode with magical fire. Transformed acorns may be used as missiles, and transformed holly berries as delayed-action bombs.

Details

The spell allows you to create 4 acorn fire seeds or 8 holly berry fire seeds, or a proportionate combination such as 2 acorns and 4 holly berries.

Acorn Fire Seeds. Acorns may be thrown at a range of up to 40ft and cause 2d8 points of fire damage in a radius of 5ft, igniting any combustibles that fail item saving throws versus magical fire. A "to hit" roll is made, and the target is not entitled to a saving throw if they are hit. Even if the "to hit" roll misses, the target will be caught in the blast area. All creatures caught in the blast area may make a saving throw for half damage.

Holly Berry Fire Seeds. The holly berries may be thrown no more than 6ft, or may be left in place to ignite upon a command word. The range of the command word is 40ft. Holly berries create an explosion in an area of 5ft x 5ft, inflicting 1d8 points of fire damage and causing combustible items to make saving throws against magical fire. As with the acorn seeds, a successful saving throw against the explosion of a holly berry *fire seed* reduces the damage inflicted by one-half.

TRANSPORT VIA PLANTS

Druidic transmutation, level 6

RANGE	Touch
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

Upon casting this spell, you may travel almost instantly from one plant to another through the mystic oneness that joins all life forms. The spell operates in much the same fashion as *pass plant*, but with an unlimited range.

Details

When the spell is cast, you step into a large plant of any kind and disappear into it. You may remain in the first plant for up to 24 hours, but at any time you may step forth from another plant of the same species in any location. You may know of a specific plant from which you want to emerge, or may simply specify a distance and a direction. If you do not know of a specific destination plant, your arrival may be off by 1d100 miles from the desired point of arrival, at the GM's discretion.

The plant where you emerge must be on the same plane of existence as the starting plant, but it can be as far away as a distant planet, and can be in a pocket dimension or sub-plane in the material plane of existence.

TURN WOOD

Druidic transmutation, level 6

RANGE	Nil
DURATION	4 rounds/druid level
AREA OF EFFECT	120ft wide path, 20ft long/druid level
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

At the completion of this spell, you hold your palm outstretched, and with the final word of the spell a tremendous burst of power rolls forth, forcing back all wooden objects.

Details

Even very large wooden structures that are not affixed to the ground will be affected, although objects fixed to the ground will manage to withstand the spell's awesome power. A sapling-sized or smaller piece of wood will splinter and break even if it is firmly affixed.

You do not need to concentrate on maintaining the waves of force, and you cannot change the direction of the flow of eldritch power once the spell is cast.

WALL OF THORNS

Druidic conjuration/summoning, level 6

RANGE	80ft
DURATION	1 turn/ druid level
AREA OF EFFECT	One 10ft cube/ druid level
COMPONENTS	V, S
CASTING TIME	8 segments
SAVING THROW	None

When you cast this spell, a tangled wall of tough vines erupts from the ground, covered with sharp, deadly thorns. You can “arrange” the 10ft cubes of thorn growth in any configuration you choose; it can be a line of 10ft cubes if you want to guard a wide space, but you can also “place” cubes behind others to make the wall thicker.

Details

A creature may be caught within the *wall of thorns* when the spell is cast, and if this is the case it will take damage immediately and must break out (taking damage a second time) to escape any 10 foot thickness of thorns. If the wall was created with multiple “cubes” of thickness, it might be wider than 10ft. If you were caught in the wall, you can decide which direction to break out of it.

Attempting to break out of the thorns inflicts 18 hp piercing damage minus 1 per point that your armour class differs from 10 [10]. Example 1: If you are using descending armour class and your AC is 4, that is 6 points away from 10. You subtract 6 from the 18 damage. Example 2: If you are using ascending armour class and your AC is [17], that is 7 points away from [10]. You subtract 7 points from the 18 damage.

A creature can break through any 10 foot thickness of thorns in one round, by taking the damage described above. This does not leave a path for others to follow.

If a creature decides not to take damage by breaking through, and chooses to cut through the thorns, it takes one turn to cut through a 10ft thickness of a *wall of thorns*. Unless you are caught within it, you do not take damage from this. The weapon must be able to inflict slashing damage.

Normal fire has no effect upon a *wall of thorns*, but magical fire can ignite the entire growth, creating a *wall of fire* (as per the spell) that burns away to nothing in two turns.

WEATHER SUMMONING

Druidic conjuration/summoning, level 6

RANGE	Nil
DURATION	4d12 hours
AREA OF EFFECT	1d100 square miles
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell allows you to control precipitation, temperature, and wind speed in a large area. The new weather takes 10d4 minutes to reach full strength.

Details

This spell won’t generate weather conditions that don’t occur naturally where you are. For example, it can’t generate a snowstorm in the tropics, nor a monsoon in the tundra.

This spell only works on the Prime Material Plane, the Elemental Plane of Air, or the Elemental Plane of Water; or in some other part of the multiverse where your DM says there is weather. This spell can’t affect the rare forms of weather on the Astral or Ethereal Planes. In the Outer Planes, the weather is usually under the direct control of a god or other power.

This spell affects the weather, not the geological or astronomical conditions. You can’t use this spell to create an earthquake or eclipse.

1.8.3.7. SEVENTH LEVEL DRUID SPELLS

ANIMATE ROCK

Druidic transmutation, level 7

RANGE	40ft
DURATION	1 round/druid level
AREA OF EFFECT	2ft cube/druid level
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

This spell allows you to animate and command a stone object, which becomes a temporary creature that does your bidding. The object to be animated cannot be part of a larger stone structure. When the spell ends, the stone becomes inanimate again.

Details

The animated object has no sense of self-preservation and obeys all your commands, even if obviously self-destructive.

If you cast this spell on an object that’s too large, then the spell ends without effect and your spell slot is still used up.

The animated object can’t speak and doesn’t know any languages, but this spell makes it understand your spoken word commands.

The spell ends when the animated object is killed; when you’re killed; when you use your action to dismiss it; or when you leave the plane on which you cast this spell.

Note: Commanding the animated object doesn’t use your action in combat, so for example you can speak to it while you fight; but in the round when you give it a command, you can’t cast spells that have a verbal component.

CHARIOT OF FIRE

Druidic evocation, level 7

RANGE	10ft
DURATION	6 turns +1 turn/ druid level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

When you finish casting this spell, a chariot of fire, drawn by two flaming steeds, appears with an echoing thunderclap. The horses follow your commands, and you and up to 8 people you choose, are immune to the chariot's fire.

Details

Anyone not protected by the spell who comes within five feet of the horses or the chariot will sustain 2d4 hp of fire damage per round.

The chariot can travel over land at a speed of 240ft/round and can fly at a speed of 480ft/round, obeying your shouted instructions.

It is possible for the chariot and horses to sustain damage from magical weapons or from water (which does only 1 hp of damage). Chariot and horses each have 30 hp and are AC 2 [18]; if a single horse is dispelled by taking physical damage, the chariot's speed will be halved. The chariot prevents normal fire from affecting its passengers, but they may take damage from magical fire attacks. The chariot and horses are themselves immune to all fire, magical or otherwise.

CONFUSION

Druidic enchantment, level 7

RANGE	80ft
DURATION	1 round/ druid level
AREA OF EFFECT	Up to a 20ft radius
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	See below

This spell causes creatures to behave strangely and unpredictably. A certain number of creatures in the spell's area of effect *when the spell is cast* must make a saving throw each round in order to avoid becoming confused. The effect persists after they leave the area of effect until the spell's duration expires.

Details

The base number of creatures targeted by the spell is 2d4, but additional creatures may be targeted. Take the hit dice of the strongest creature in the area of effect, and compare it to your druid level. If your druid level is higher by any number, add that number to the base 2d4, and if it is lower, subtract it. The result is the maximum number of creatures in the area of effect that must make a saving throw. If there are more creatures in the area than this, the ones closest to the caster are affected first.

All saving throws are made with a penalty of -2.

A saving throw is made for each creature each round unless they "meander away," which continues for a full turn but probably takes them out of the area of effect during that time.

A creature that succeeds at the saving throw but stays in the area of effect must continue to make saving throws each round until the spell ends.

Creatures that fail their saving throws act randomly. Roll 1d100 for each creature:

01–10	Attacks you or your allies (but not with spells)
11–20	Acts normally
21–50	Babbles incoherently and takes no action
51–70	Meanders away from caster for a full turn at normal speed
71–00	Attacks nearest creature regardless of allegiance

CONJURE EARTH ELEMENTAL

Druidic conjuration/summoning, level 7

RANGE	40ft
DURATION	1 turn/ druid level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell summons forth and controls an elemental being from the plane of earth.

Details

The elemental is a 16 HD elemental from the plane of earth.

The elemental will act as your ally, remaining for the spell's duration to assist you however possible, including engaging in combat with your enemies. Druids need no protective circle to summon earth elementals and need not concentrate upon the elemental in any way.

REVERSIBLE AS DISMISS EARTH ELEMENTAL

DISMISS EARTH ELEMENTAL

Druidic conjuration/summoning, level 7

RANGE	40ft
DURATION	1 turn/ druid level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell returns one elemental creature to the elemental plane of earth.

Details

This spell can affect any creature native to the elemental plane of fire, including (but not limited to) earth elementals and xorn.

CONTROL WEATHER

Druidic transmutation, level 7

RANGE	Nil
DURATION	8d12 hours
AREA OF EFFECT	4d8 square miles
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

The *control weather* spell brings about a rapid change in the weather of several square miles surrounding the point where the spell is cast.

Details

It requires no more than 10–40 minutes for the spell to take its full effect across the vast area it covers. The spell affects precipitation, temperature, and wind speed. Existing weather conditions cannot be utterly changed by the force of this spell, but druids are able to cause more of a change than clerics can with the same spell; effectively twice the amount of change is possible for a druid.

This spell may be cast more than once in succession to bring about a dramatic change.

You can use the spell to move *two steps* on the precipitation and wind speed columns from whatever the current conditions might be. Temperature can be altered by no more than 1d10 + 10 degrees Fahrenheit.

Precipitation:

Clear

Light clouds

Cloudy

Light precipitation

Medium precipitation

Heavy precipitation

Wind Speed:

Calm

Light breeze

Wind

Strong wind

Gale

CREEPING DOOM

Druidic conjuration/summoning, level 7

RANGE	Nil
DURATION	4 rounds/ druid level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

The terrifying *creeping doom* spell causes a massive swarm of insects, spiders, and centipedes to boil forth from the ground in front of you, marching in whatever direction you order, destroying and killing all that stands in their way.

Details

The swarm is composed of (1d6+4)×100 nonflying vermin, each of which inflicts 1 hp damage against an opponent before dying.

Only as many insects as are needed to kill an opponent will die, and once the target is dead the swarm will move on.

If you allow the swarm to get more than 80ft away from you, 50 insects for every 10ft beyond this range will depart the swarm.

You can order the swarm to attack specific targets and/ or to change direction.

Although this spell can be devastating (potentially causing as much as 1,000 hp of damage in total), many means can be used to counter it—the most obvious being a *fireball* or other area-of-effect damage spell.

The swarm does not have a designated size or area of effect because it targets opponents one by one.

FINGER OF DEATH

Druidic enchantment, level 7

RANGE	60ft
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	Negates effect

The casting of this spell culminates when you point a finger at your chosen victim. If the target fails a saving throw, it dies.

Details

The spell only affects normally living creatures, so it does not affect constructs, elementals, golems, or undead.

FIRE STORM

Druidic evocation, level 7

RANGE	150ft
DURATION	1 round
AREA OF EFFECT	20ft×20ft×20ft area per druid level
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	Yes (Half damage)

The *fire storm* invocation calls forth magical fire. The spell lasts for only a single round, but the huge area of effect (and the ability to control where the fire appears) makes it quite devastating.

Details

Any creature in the area of effect suffers 2d8 fire damage + 1hp/druid level. Making a saving throw indicates half damage, and equipment need not make a saving throw. Failing the saving throw indicates full damage, and items must make a saving throw vs. magical fire.

Undead creatures suffer worse from the power of this druidic magic, taking twice the ordinary damage the wall would inflict.

REVERSIBLE AS FIRE QUENCH:

FIRE QUENCH

Druidic evocation, level 7

RANGE	150ft
DURATION	1 round
AREA OF EFFECT	Two 20ft×20ft×20ft areas per druid level
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

This spell extinguishes all normal fire in the area of effect (which is twice that of a *fire storm*). Magical fire has a 5% chance per druid level of the caster to be extinguished by the spell.

REINCARNATE

Druidic necromancy, level 7

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

Provided that a body has been dead for no more than a week, you can recall its spirit from the dead—but into another body. The form of the new body is not subject to your control, and is determined by means of the tables below.

Details

The new body will appear within 1d6 turns near the soul's former body.

There is a 35% chance that the new incarnation will be from the "humanoid" table and a 65% chance that the new incarnation will be from the animal table. The new incarnation (if sapient) will retain the original character's experience points, but will have new physical (Str, Dex, Con) ability scores randomly rolled and adjusted for the new ancestry. The character will retain their original mental ability scores (Int, Wis, Cha).

Elves may be brought back to life by reincarnation.

HUMANOID TABLE

D100	NEW INCARNATION
01–02	Bugbear
03–05	Dwarf
06–16	Elf
17–18	Gnoll
19–31	Gnome
32–33	Goblin
34–36	Half-elf
37–39	Halfling
40–42	Half-orc
43–44	Hobgoblin
45–88	Human
89–91	Kobold
92–93	Ogre
94–95	Ogre Mage
96–98	Orc
99–00	Troll

ANIMAL TABLE

D100	NEW INCARNATION
01–05	Badger
06–18	Bear
19–24	Boar
25–29	Centaur
30–35	Dryad
36–43	Eagle
44–46	Fox
47–52	Hawk
53–57	Lynx
58–62	Owl
63–68	Pixie
69–71	Raccoon
72–76	Faun
77–84	Stag
85–92	Wolf
93–00	Wolverine

TRANSMUTE METAL TO WOOD

Druidic transmutation, level 7

RANGE	80ft
DURATION	Instantaneous
AREA OF EFFECT	One metal object
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	See below

Using this spell, you may select a single object of metal and change its substance to wood.

Details

The spell affects up to 8 lbs of metal per druid level. The item is not entitled to a saving throw, but magic items have a flat 90% chance of being unaffected by the spell.

1.8.4. ILLUSIONIST SPELLS BY LEVEL

	LEVEL ONE	LEVEL TWO	LEVEL THREE
1	Audible Glamour	Blindness	Continual Darkness
2	Change Self	Blur	Continual Light
3	Colour Spray	Deafness	Dispel Illusion
4	Dancing Lights	Detect Magic	Fear
5	Darkness	Fog Cloud	Hallucinatory Terrain
6	Detect Illusion	Hypnotic Pattern	Illusory Script
7	Detect Invisibility	Improved Phantasmal Force	Invisibility, 10ft radius
8	Gaze Reflection	Invisibility	Non-Detection
9	Hypnotism	Magic Mouth	Paralysation
10	Light	Mirror Image	Rope Trick
11	Phantasmal Force	Misdirection	Spectral Force
12	Wall of Fog	Ventriloquism	Suggestion

	LEVEL FOUR	LEVEL FIVE	LEVEL SIX	LEVEL SEVEN
1	Confusion	Chaos	Conjure Animals	Alter Reality
2	Dispel Exhaustion	Demi-Shadow Monsters	Demi-Shadow Magic	Astral Spell
3	Emotion	Major Creation	Mass Suggestion	Prismatic Spray
4	Improved Invisibility	Maze	Permanent Illusion	Prismatic Wall
5	Massmorph	Project Image	Program. Illusion	Vision
6	Minor Creation	Shadow Door	Shades	Arcane Spells level 1
7	Phantasmal Killer	Shadow Magic	True Sight	
8	Shadow Monsters	Summon Shadow	Veil	

1.8.4.1. FIRST LEVEL ILLUSIONIST SPELLS

AUDIBLE GLAMOUR

Phantasmal illusion, level 1

RANGE	60ft+10ft/ illusionist level
DURATION	3 rounds/ illusionist level
AREA OF EFFECT	Hearing range
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	See below

This spell creates sounds from a point in space you target within the spell's range (the focal point). You decide what sort of sound is created, but the loudness is limited by your illusionist level.

Details

You can move the focal point at will (within range) until the spell's duration expires.

The spell can create any type of sound, but the maximum volume of the noise depends upon your level. A third level caster can produce the noise of 4 people shouting (or acting more quietly). Each additional caster level allows the caster to add the sound of four more people into the illusion. As a benchmark, the sound of an explosion or landslide would require a caster level of approximately 8th.

Listeners are only entitled to saving throws if they have cause to doubt the apparent sounds. Players must state such disbelief, while the GM will make such determinations for monsters and NPCs based on the believability of the sounds.

CHANGE SELF

Phantasmal illusion, level 1

RANGE	Caster
DURATION	2d6 rounds + 2 rounds/illusionist level
AREA OF EFFECT	Caster
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

By means of this spell, you change your appearance into that of any bipedal humanoid form you desire, such as an orc, or a particular person you want to impersonate.

Details

Your size and weight can only be altered by one foot and 50 lbs, respectively. Your face may be changed as desired, including alterations to make you appear identical to an existing person.

Your personal gear and clothing may also be changed in appearance.

COLOUR SPRAY

Phantasmal transmutation, level 1

RANGE	Caster
DURATION	1 segment
AREA OF EFFECT	Cone, 5ft wide at origin, 45º arc, with length of 10ft/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	See below

You fan out your fingers, and a sheet of unearthly-coloured light springs forth to stun or blind any creature caught in the cone-shaped area of effect.

Details

First limitation: No more than 1d6 creatures caught within the light may be affected.

Second limitation: Any creature with hit dice exceeding the caster's (and creatures or 6+ HD regardless of the caster's level) are entitled to a saving throw. All others are not entitled to a saving throw.

Within those limitations, see what creatures might be affected, starting with the lowest hit dice creatures:

- Creatures with HD equal to or less than the caster's are rendered unconscious for 2d4 rounds.
- If the creature's hit dice exceed the caster's by 1–2, the creature is blinded for 1d4 rounds.
- If the creature has 3+ hit dice in excess of the caster's, it is merely stunned for 2d4 segments.

DANCING LIGHTS

Phantasmal transmutation, level 1

RANGE	40ft + 10ft/ illusionist level
DURATION	2 rounds/illusionist level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell creates small lights at a chosen distance, under your control. You may create 1–4 (at your option) torch-like lights, 1–4 (at your option) spherical lights, or a single, faintly human-like glow.

Details

The lights move at your mental command, without any particular concentration required.

If you allow the lights to move beyond the spell's range, the lights will disappear and the spell will end.

DARKNESS

Phantasmal transmutation, level 1

RANGE	40ft + 10ft/ illusionist level
DURATION	2d4 rounds + 1 round/illusionist level
AREA OF EFFECT	15ft radius globe
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

You create magical darkness, centred on a target location, which can be a creature, object, or even a location in thin air. You can eliminate the darkness at will. Light sources, including magical light such as from a glowing sword, do not illuminate the area affected by the spell, but an actual *light* spell may counteract this spell. Infravision does not work in the affected area.

Details

If your target is a light source, then the light is extinguished for the spell's duration but no additional magical darkness is created. The light source is simply cancelled.

The darkness is stationary, unless you cast it on a creature or object that moves (you cannot order the spell effect to move after casting).

If your target is a creature, then it can choose to roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary point of darkness in the air just behind your target creature, rather than affecting the creature itself.

DETECT ILLUSION

Phantasmal divination, level 1

RANGE	Caster
DURATION	3 rounds + 2 rounds/illusionist level
AREA OF EFFECT	Path 10ft wide, length 10ft/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

When you cast this spell, you see any illusion for what it truly is. By touching an illusion, the caster can make its true form visible to any observer.

Details

You are able to see the illusion as a faint overlay on top of the reality, so you know what others are seeing.

DETECT INVISIBILITY

Phantasmal divination, level 1

RANGE	Caster
DURATION	5 rounds/illusionist level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell allows you to see things that are invisible or hidden, and also to see into the astral and ethereal planes.

Details

The spell's sight is limited to a range of 10ft/illusionist level

GAZE REFLECTION

Phantasmal transmutation, level 1

RANGE	Nil
DURATION	1 round
AREA OF EFFECT	Air in front of caster
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

The air immediately in front of you takes on a mirror's ability to reflect gaze attacks back toward an attacker, but the "mirror" is not reflective to the normal eye.

Details

The "mirror" can be seen through by the caster and by other observers in both directions. Its reflective property only affects gaze attacks, not sight.

If the user of a gaze attack is immune to its own gaze attacks, the only effect of this spell is to deflect the attack from the caster (or anyone behind the "mirror") toward the origin of the gaze attack (where other vulnerable people might also be standing). It does not remove immunities.

HYPNOTISM

Phantasmal enchantment, level 1

RANGE	30ft
DURATION	1 round + 1 round/ illusionist level
AREA OF EFFECT	1d6 creatures
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	Negates effect

The gestures of this spell weave a hypnotic power into your words, affecting 1d6 creatures with a suggestion you make.

Details

Those not making their saving throws will believe a suggestion you make. The only indication about whether a creature has been affected by the *hypnotism* is whether or not it responds to the suggestion.

You can make factual suggestions ("These are not the halflings you seek"), suggestions of a course of action ("Don't mention you saw us"), or a combination of both.

Even a victim who has failed a saving throw against the spell will not undertake a course of action that is unreasonable, but the experienced caster can easily phrase his or her requests in such a way as to avoid this problem. **Example:** No creature will leap off a cliff for no reason; but the caster might "need to scout the bottom of a chasm" and promise to cast a *feather fall* spell, or hand the victim a "magical" torch that supposedly permits the power of flight.

The creature to be influenced must be able to hear and understand the language spoken by the caster.

LIGHT

Phantasmal transmutation, level 1

RANGE	60ft
DURATION	1 turn/illusionist level
AREA OF EFFECT	20ft radius
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None (see below)

You create a magical light, centred on the target, which may be a point in space, a creature, or an object. You can extinguish the light at will.

If your target is an area of magical darkness, then the darkness is nullified for the spell's duration but there is no additional magical light created; the spells cancel each other.

Details

The light is stationary, unless you cast it on a creature or object that moves, in which case it moves with that creature or object.

If your target is a creature, then it can choose to roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw.

- If it passes the saving throw, then your spell produces a stationary light in the air just behind your target creature, rather than affecting the creature itself.
- If it fails the saving throw and the target was its eyes or light-sensing organs, the target is blinded for the spell's duration. If the spell was just targeted on the creature in general, there is no blinding effect.

PHANTASMAL FORCE

Phantasmal illusion, level 1

RANGE	60ft + 10ft/ illusionist level
DURATION	See below
AREA OF EFFECT	40ft x 40ft square + 10ft x 10ft square/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	See below

This extremely flexible spell allows you to craft a visual illusion of virtually anything that can fit within the spell's area of effect. The spell creates no sound whatsoever. You must maintain your concentration upon the illusion, or it will evaporate, but while concentrating you are able to make the illusion move and respond to events.

The illusion is dispelled if it is struck with a blow, a falling person, etc.

Details

There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real.

If the observer doubts the reality of the illusion, they are permitted a saving throw to see the illusion for what it really is.

If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Note that the spell relies purely on a visual effect; it will have no effect upon a creature that does not see it. Furthermore, the lack of any audible component can make certain illusions completely non-credible. An explosion, for example, is not likely to be believed by anyone if it creates no sound. Various methods may be used by the GM to determine if an NPC or monster believes the effect of a phantasmal force, common sense being the first thing to consider. A player who takes care to craft a believable illusion should be rewarded for skilful use of the spell, not forced into a table of random results.

WALL OF FOG

Phantasmal transmutation, level 1

RANGE	30ft
DURATION	2d4 rounds + 1 round/illusionist level
AREA OF EFFECT	1 Cube (20ft)/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell creates a curtain of obscuring fog in the area of effect. Vision of all kinds is reduced to 2ft through the swirling vapour.

Details

The fog can be affected by normal or magical wind and breezes (usually shortening the duration).

If you desire, you can reduce the size of the area of effect.

1.8.4.2. SECOND LEVEL ILLUSIONIST SPELLS

BLINDNESS

Phantasmal illusion, level 2

RANGE	30ft
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	Negates effect

This spell causes the target to become blind, but causes no damage to the eyes themselves.

Details

The effect cannot be removed by any spell that restores physical health (such as a healing spell, *cure disease*, etc), but may be dispelled normally. This particular illusion can be removed with *cure blindness* because it directly causes blindness.

The caster can end the condition at will.

BLUR

Phantasmal illusion, level 2

RANGE	Caster
DURATION	3 rounds + 1 round/illusionist level
AREA OF EFFECT	Caster
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

Your outline becomes blurred, as if seen through shimmering waves of heat.

Details

You gain a bonus of +1 against any targeted magical attack.

Any opponent's *first attack* against you has a penalty of -4, and *subsequent* attacks incur a penalty of -2 (after one attack, the opponent has become partially accustomed to the spell's distorting effect).

DEAFNESS

Phantasmal illusion, level 2

RANGE	60ft
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	Negates effect

This spell causes the target to become deaf, but causes no damage to the ears themselves.

Details

The effect cannot be removed by any spell that restores physical health (such as a healing spell, *cure disease*, etc), but may be dispelled normally.

The caster can end the condition at will.

DETECT MAGIC

Phantasmal divination, level 2

RANGE	Caster
DURATION	2 rounds/illusionist level
AREA OF EFFECT	Path 10ft wide, 60ft long
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

You see an aura around each magical creature, object, or place within the area of effect.

If the creature, object, or place is invisible, then you know where it is, but you still can't see it. If you make an attack roll against it, then the "to hit" roll penalty for attacking an invisible target is halved, so usually -2 instead of -4.

Details

Only you (the caster) can “see” the magical auras. The spell reveals enchantments, not powers, so it would detect a magic item but it wouldn’t detect a druid (or other spellcaster) unless they were using a spell.

Solid material can block the spell. The spell can only penetrate metal if it’s one inch thick or less, and brick or stone if it’s one foot thick or less.

Unlike the magic-user version of this spell, you can’t tell which school or schools of magic are affecting the target.

You must concentrate on maintaining the spell, or it ends. See Section 1.8.1.5 (Concentration) for how this works.

FOG CLOUD

Phantasmal transmutation, level 2

RANGE	10ft
DURATION	4 rounds + 1 round/illusionist level
AREA OF EFFECT	40ft×20ft×20ft cloud
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

This spell creates a roiling mass of gas and vapour, similar in appearance to a *cloudkill* spell. The fog cloud moves away from you in the direction you indicate at a speed of 10ft/round.

Details

Vision inside and into the fog is limited to 2ft.

HYPNOTIC PATTERN

Phantasmal illusion, level 2

RANGE	Nil
DURATION	See below
AREA OF EFFECT	30ft × 30ft square
COMPONENTS	S, M
CASTING TIME	2 segments
SAVING THROW	Negates effect

You trace magical patterns in the air with a lit stick of incense or other small light source. Any creature in the area of effect that looks at the traceries of light must make a saving throw or remain in place, transfixed by the patterns.

Details

The spell can affect a maximum of 25 hit dice worth of creatures.

The effect continues as long as you choose to continue tracing the patterns in the air.

IMPROVED PHANTASMAL FORCE

Phantasmal illusion, level 2

RANGE	60ft + 10ft/ illusionist level
DURATION	See below
AREA OF EFFECT	40 × 40ft square + 10ft square/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	See below

This spell allows you to craft a visual illusion of virtually anything that can fit within the spell’s area of effect, together with basic sound effects. You must maintain your concentration upon the illusion, or it will evaporate, but while concentrating you are able to make the illusion move and respond to events.

The illusion is dispelled if it is struck with a blow, a falling person, etc.

Details

There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real.

If the observer doubts the reality of the illusion, they are permitted a saving throw to see the illusion for what it really is.

If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Speech cannot be created, but clanking noises, rumblings, and other such sounds can be incorporated into the illusion.

The spell also allows you to keep the illusion in existence for as long as two rounds after you stop concentrating on it.

INVISIBILITY

Phantasmal illusion, level 2

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

When the words of this spell are completed, the recipient and all he or she carries fade from sight, becoming invisible. Even infravision cannot detect an invisible creature.

Details

The spell remains in effect until (1) the invisible creature attacks someone (including casting a spell that directly causes damage, such as a *fireball*), (2) the caster ends the spell, or (3) the magic is dispelled.

Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents.

Invisible creatures can see themselves, but the caster (unless they are one and the same) cannot.

The spell cannot be cast upon an unwilling subject.

MAGIC MOUTH

Phantasmal transmutation, level 2

RANGE	Touch
DURATION	Permanent until triggered
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	None

This spell is cast upon an object, so that when a set of particular conditions are met, a mouth appears in the object and speaks a specific message. The length of the message cannot exceed 25 words.

Details

You can set any condition for the appearance of the magic mouth, but your level limits the range at which the mouth can *detect* the triggering events. The mouth can "perceive" events at a range of 5ft/Illusionist level, but cannot detect invisible creatures. It has no perceptions other than visual, although it does not actually see.

Obviously, a player cannot try to phrase conditions using game terms such as "hit dice," "class," "level," etc. but must use terms that would be familiar to the character.

MIRROR IMAGE

Phantasmal illusion, level 2

RANGE	Caster
DURATION	3 rounds/illusionist level
AREA OF EFFECT	6ft radius
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

The *mirror image* spell creates 1d4+1 phantasmal images of you, all mirroring your actions. The spell's 6ft radius also becomes slightly blurred to sight, like the reflection of a slightly distorted mirror. The combination of these two magical phenomena makes it impossible to distinguish the images from the real person without aid of a magical nature, such as *true seeing*.

If an opponent attempts to attack you while you are obscured by this spell, it is randomly determined whether the "to hit" roll is directed toward you or toward one of the images.

Details

When an opponent makes a successful hit against one of the images, the image breaks up and disappears (the others remain).

At the end of the spell's duration, the images fade from sight.

MISDIRECTION

Phantasmal illusion, level 2

RANGE	30ft
DURATION	1 round/illusionist level
AREA OF EFFECT	One object or creature
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	See below

This spell is cast upon an object or creature (including you) to mislead any form of divination spells.

Details

Anyone using any form of divination magic on the targeted object or creature must make a saving throw vs spells when the attempt is made. If the saving throw fails, they will obtain a false result of some kind from the divination: a lie will be detected as truth, the wrong alignment perceived, the wrong location divined, etc.

VENTRILOQUISM

Phantasmal illusion, level 2

RANGE	10ft/illusionist level, to a maximum of 90ft
DURATION	4 rounds + 1 round/illusionist level
AREA OF EFFECT	One object
COMPONENTS	V, M
CASTING TIME	2 segments
SAVING THROW	None

This spell makes your voice (or any sound you can vocalise) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc.

Details

For each point of intelligence of the listener over 12, there is a cumulative 10% chance to correctly perceive the source of the sound. Otherwise, they will assume the sound is coming from the point or object you targeted with the spell.

1.8.4.3. THIRD LEVEL ILLUSIONIST SPELLS

CONTINUAL DARKNESS

Phantasmal transmutation, level 3

RANGE	60ft
DURATION	Permanent
AREA OF EFFECT	30ft radius sphere
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

You create magical darkness, centred on a target location, which can be a creature, object, or even a location in thin air. You can eliminate the darkness at will. Light sources, including magical light such as from a glowing sword, do not illuminate the area affected by the spell, but an actual *light* spell may counteract this spell. Infravision does not work in the affected area.

Details

If your target is a light source, then the light is extinguished for the spell's duration but no additional magical darkness is created. The light source is simply cancelled.

The darkness is stationary, unless you cast it on a creature or object that moves (you cannot order the spell effect to move after casting).

If your target is a creature, then it can choose to roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary point of darkness in the air just behind your target creature, rather than affecting the creature itself.

You can't have more than three instances of this spell running at the same time. If you cast it again, your earliest cast Continual Darkness spell that's still in effect ends. At the end of every complete month that the spell has been running, there is a 1 in 12 chance that the spell ends.

CONTINUAL LIGHT

Phantasmal transmutation, level 3

RANGE	60ft
DURATION	Permanent
AREA OF EFFECT	60ft radius globe
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	See below

A phantasmal light is created, illuminating the target (a creature, object, or point in space) and everything in a 60ft radius around the target.

Details

If your target is an area of magical darkness, both spells (*darkness* and *light*) are cancelled.

The light is stationary, unless you cast it on a creature or object that moves, in which case it moves with that creature or object.

If your target is a creature's eyes or other sense organs, then it can roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary light in the air just behind your target creature, rather than affecting the creature itself. If it fails the saving throw it is effectively blinded until the spell ends or is dispelled.

You can't have more than three instances of this spell running at the same time. If you cast it again, your earliest-cast Continual Light spell that's still in effect ends.

At the end of every complete month the spell has been running, there is a 1 in 12 chance that the spell ends.

DISPEL ILLUSION

Phantasmal abjuration, level 3

RANGE	10ft/level
DURATION	Instantaneous
AREA OF EFFECT	One illusion
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

This spell automatically dispels *phantasmal forces* cast by non-illusionists. It also dispels most illusion spells and effects (cast by any class or creature), although the success depends on the relative level of the casters (see below). This spell may be cast on something even if you aren't sure it's an illusion.

Details

Your base chance of dispelling an illusion depends on caster level, both yours and that of the caster of the magic to be dispelled.

Your caster level is the number of levels you have in the illusionist class. The target's caster level is the number of levels the caster has in the class they used to cast the spell (if it is a monster, then use its hit dice).

- If your caster level is the *same or higher* than the target's caster level, then your chance of success is 50%, plus 5% (five percent) for each level of the difference.
- If your caster level is *lower* than the target's caster level, then your chance of success is 50%, minus 2% (two percent) for each level of the difference.

FEAR

Phantasmal illusion, level 3

RANGE	Nil
DURATION	See below
AREA OF EFFECT	5ft × 30ft × 60ft cone
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	Negates effect

This spell causes utter panic in the creatures exposed to the cone-shaped emanation of phantasmal terror you throw forth. If any creature, of any level or hit dice, fails its saving throw against the spell, it will move away from you as fast as possible, for as many rounds as you have levels in the illusionist class.

Details

There is a base 60% chance for a creature to drop whatever it is holding (immediately upon failing the saving throw), but this is reduced by 5% per HD (or level) of the panicked creature.

HALLUCINATORY TERRAIN

Phantasmal illusion, level 3

RANGE	20ft + 20ft/ illusionist level
DURATION	See below
AREA OF EFFECT	40ft × 40ft square area + 10ft square/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell masks the true appearance of an area, making it appear as something else. A road can be made to appear as a river, a forest can be made to appear as a ravine, etc.

Details

The spell's effect remains until some intelligent being touches the area (or until it is dispelled). The spell is particularly useful for hiding pits, or making cliff edges seem to extend more than they actually do, but it has many other useful applications for the creative player.

ILLUSORY SCRIPT

Phantasmal illusion, level 3

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	Enchanted script
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

You cast this spell on a piece of writing, and anyone reading it is affected as if by a *confusion* spell.

Details

You may specify a particular person, group of people, type of person, etc., that will be allowed to read the script without being affected by the spell.

All others perceive the script as an undecipherable language, which causes *confusion* (as per the level 4 illusionist spell) for 5d4 turns (minus one turn per hit die of the reader).

An illusionist will recognise the script as illusory, early enough to avoid the *confu-*

sion effect, but still cannot read the writing.

INVISIBILITY, 10FT RADIUS

Phantasmal illusion, level 3

RANGE	Touch
DURATION	See below
AREA OF EFFECT	10ft radius around creature touched
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None (willing targets only)

This spell operates as does the *invisibility* spell, but affects all willing creatures within 10ft of the touched creature at the time the final words of the spell are uttered. As the caster, you can remain visible, if you choose, by being an "unwilling subject".

Details

If the creature upon which the spell was cast makes an attack (including casting a spell that directly causes damage, such as a *fireball*), the attack negates the invisibility of *all* the others.

However, if one of the creatures affected by the spell's radius (not the direct recipient) attacks, the invisibility only of that one creature is negated thereby.

In order to remain invisible, those who were made invisible by virtue of the spell's radius must remain within 10ft of the creature upon whom the spell is centred. All creatures affected can see each other.

Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents.

NON-DETECTION

Phantasmal abjuration, level 3

RANGE	Caster
DURATION	1 turn/illusionist level
AREA OF EFFECT	5ft radius
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell makes you invisible, inaudible, and undetectable to all divination spells and other means of magical spying, such as crystal balls and thought detection.

PARALYSATION

Phantasmal illusion, level 3

RANGE	10ft/ illusionist level
DURATION	Permanent
AREA OF EFFECT	20ft × 20ft
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	Negates effect

A certain number of creatures within the spell's area of effect are frozen in place, magically convinced that they cannot move.

Details

You can affect creatures with a total number of hit dice equal to twice your caster level.

Each creature is entitled to a saving throw against the spell. You can end the paralysis at any time; otherwise a *dispel magic* (or *dispel illusion*) spell is the only way to remove the paralysis.

ROPE TRICK

Phantasmal transmutation, level 3

RANGE	Touch
DURATION	2 turns/illusionist level
AREA OF EFFECT	One piece of rope
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell enchants a rope, making one end into a portal to an extra-dimensional pocket of unreality opened by the spell. The rope rises in the air and then hangs, suspended by its connection to the extra-dimensional hideaway.

Details

Up to six medium-size people can climb up and hide in the extra-dimensional space (five, if the rope is to be pulled up and into the space as well). At the spell's expiration, the inhabitants or contents of the space will fall into normal reality if they have not already departed. True reality is visible through the portal, but cannot be affected from inside.

SPECTRAL FORCE

Phantasmal illusion, level 3

RANGE	60ft + 10ft/ illusionist level
DURATION	Concentration (See below)
AREA OF EFFECT	40ft × 40ft square + 10ft × 10ft square/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	See below

This spell allows you to craft a visual illusion of virtually anything that can fit within the spell's area of effect, together with basic sound effects, smells, and changes in temperature. You must maintain your concentration upon the illusion, or it will evaporate, but while concentrating you are able to make the illusion move and respond to events.

The illusion is dispelled if it is struck with a blow, a falling person, etc.

Details

There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real.

If the observer doubts the reality of the illusion, they are permitted a saving throw to see the illusion for what it really is.

If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Speech cannot be created, but clanking noises, rumblings, and other such sounds can be incorporated into the illusion.

The spell also allows you to keep the illusion in existence for as long as three rounds after you stop concentrating on it.

SUGGESTION

Phantasmal enchantment, level 3

RANGE	30ft
DURATION	4 turns + 4 turns/ level
AREA OF EFFECT	One creature
COMPONENTS	V, M
CASTING TIME	3 segments
SAVING THROW	Negates effect

This spell allows you to make a factual suggestion or suggest a course of action to the target creature. If the creature fails a saving throw, it adopts and follows the suggestion.

Details

The suggestion must be made as soon as the casting time is completed; duration applies to the length of time the creature follows the suggestion.

You can make a factual suggestion ("These are not the halflings you seek"), suggest a course of action ("Don't mention you saw us"), or make a combination of both.

Even a victim who has failed a saving throw against the spell will not undertake a course of action that is unreasonable, but the experienced caster can easily phrase his or her requests in such a way as to avoid this problem. **Example:** No creature will leap off a cliff for no reason; but the caster might "need to scout the bottom of a chasm" and promise to cast a *feather fall* spell, or hand the victim a "magical" torch that supposedly permits the power of flight.

The creature to be influenced must be able to hear and understand the language spoken by the caster.

1.8.4.4. FOURTH LEVEL ILLUSIONIST SPELLS

CONFUSION

Phantasmal enchantment, level 4

RANGE	80ft
DURATION	1 round/illusionist level
AREA OF EFFECT	Up to 40ft × 40ft
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	See below

This spell causes creatures to behave strangely and unpredictably. A certain number of creatures in the spell's area of effect *when the spell is cast* must make a saving throw each round in order to avoid becoming confused. The effect persists after they leave the area of effect until the spell's duration expires.

Details

The base number of creatures targeted by the spell is 2d8, but additional creatures may be targeted. Take the hit dice of the strongest creature in the area of effect, and compare it to your illusionist level. If your illusionist level is higher by any number, add that number to the base 2d8, and if it is lower, subtract it. The result is the maximum number of creatures in the area of effect that must make a saving throw. If there are more creatures in the area than this, the ones closest to the caster are affected first.

All saving throws are made with a penalty of -2.

A saving throw is made for each creature each round unless they "meander away," which continues for a full turn but probably takes them out of the area of effect during that time.

A creature that succeeds at the saving throw but stays in the area of effect must continue to make saving throws each round until the spell ends.

Creatures that fail their saving throws act randomly. Roll 1d100 for each creature:

D100	EFFECT
01–10	Attacks you or your allies (but not with spells)
11–20	Acts normally
21–50	Babbles incoherently and takes no action
51–70	Meanders away from caster for a full turn at normal speed
71–00	Attacks nearest creature regardless of allegiance

DISPEL EXHAUSTION

Phantasmal illusion, level 4

RANGE	Touch
DURATION	3 turns/illusionist level
AREA OF EFFECT	Up to 4 creatures
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	None

This spell creates a powerful illusion of physical health. Recipients "gain" 50% of any hit points that have been lost, and function for all intents and purposes as if these hit points are real. All creatures under the influence of this spell can move (but not attack) at double the normal speed.

Details

The illusory hit points are the first to be subtracted if the character sustains damage. At the end of the spell's duration, the remaining illusory hit points are lost.

EMOTION

Phantasmal enchantment, level 4

RANGE	10ft/illusionist level
DURATION	Concentration
AREA OF EFFECT	Up to 40ft × 40ft
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	See below

By casting this spell, you are able to instil others with one of four powerful emotions. The emotion is chosen when you cast the spell, and each has a different effect.

Details

Fear: If you choose to instil fear, the spell's effect is similar to that of the *fear* spell, but with a -2 penalty applied to saving throws.

Hate: If you instil hate, the targets gain a +2 to saving throws, attacks, and damage.

Hopelessness: If you instil hopelessness, the target creatures who fail the save wander sadly away, or surrender in the face of a challenge such as a combat.

Rage: If you instil rage, the affected creatures attack at +1, gain a damage bonus of +3, and gain a bonus of 5 temporary hit points. Temporary hit points are lost first if the creature incurs damage. The affected creature will not willingly retreat from any combat or any opponent.

IMPROVED INVISIBILITY

Phantasmal illusion, level 4

RANGE	Touch
DURATION	4 rounds + 1 round/illusionist level
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	None (willing subject only)

When the words of this spell are completed, the recipient (and their equipment) fades from sight, becoming invisible. Even infravision cannot detect an invisible creature.

Details

The spell does not end when the invisible creature makes an attack; it remains in effect for the full duration unless dispelled.

Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents.

Invisible creatures can see themselves, but the caster (unless they are one and the same) cannot.

MASSMORPH

Phantasmal illusion, level 4

RANGE	10ft/illusionist level
DURATION	See below
AREA OF EFFECT	Up to 10ft × 10ft/ illusionist level
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	None

This spell causes creatures of medium size or smaller to appear like an innocent grove of trees to any observers. Up to 10 creatures may be enchanted in this manner.

Details

The illusion is so powerful that it is maintained even if the massmorphed creatures are touched. The "tree's" reaction to being stabbed or hacked at is fairly likely to indicate that it is no normal tree, of course, although the illusion is not actually dispelled by a successful attack. The illusion persists until the caster dies or dismisses it (or it is dispelled).

MINOR CREATION

Phantasmal transmutation, level 4

RANGE	Touch
DURATION	6 turns/illusionist level
AREA OF EFFECT	1 cubic ft/illusionist level
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

With a small piece of material, you may use this spell to create an object made of that same material. The base material (a) cannot be alive and (b) must come from a plant.

Details

Within the level-based limit on the item's volume, you could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of cotton, etc. The item exists only for the duration of the spell, at which time it turns back to the small piece of basic material.

PHANTASMAL KILLER

Phantasmal illusion, level 4

RANGE	5ft/illusionist level
DURATION	1 round/illusionist level
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	See below

This spell creates the illusion of a personalised nightmare creature for the spell's victim, drawn from the victim's own worst fears. The victim has a chance of dropping dead from fright.

Details

The phantasmal killer attacks as a 4HD monster, and can only attack the spell's target.

If it hits, the victim is entitled to roll 3d6 and compare the result to their intelligence ability score. If the die roll is less than the victim's intelligence, the victim is unharmed by the attack. Certain modifiers apply to this roll (note that a negative modifier increases the chance for successfully disbelieving the apparition):

- -2 if the target is an illusionist
- +1 if the target is caught by surprise (this only affects the killer's first attack)
- -1 if the target has previously been attacked by a phantasmal killer
- The wisdom bonus against mental attacks also applies (subtract the bonus from the die roll instead of adding it, of course).

If the die roll is higher than or equal to the target's intelligence score, the target immediately dies from fright.

The apparition is not vulnerable to damage and cannot be escaped. It disappears at the end of the spell's duration, or at any time the caster dismisses it, or when the caster is killed or rendered unconscious.

The creature is visible only to the victim and the caster.

SHADOW MONSTERS

Phantasmal illusion, level 4

RANGE	30ft
DURATION	1 round/illusionist level
AREA OF EFFECT	20ft × 20ft
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	Yes (reduced effect)

You tap into the quasi-reality of the shadow planes to weave physical reality into an illusion. This spell creates illusory monsters that can still attack (although weakly) even if they are perceived as an illusion.

Details

The shadow monsters created by the spell are selected by the caster (subject to the GM's discretion).

The total hit dice of the monsters cannot exceed the caster's level, and all of them must be the same kind of monster.

Shadow monsters have only 20% of normal hit dice (multiply by .2 and round up).

Anyone seeing a shadow monster is entitled to a saving throw to realise that the creature is only partially real.

- If shadow creatures attack someone who fails the saving throw, they strike and inflict damage as the type of creature they appear to be. Shadow monsters can use their monster type's special attacks (such as a breath weapon or gaze attack), although the subject is entitled to saving throws they would normally receive against such attacks.
- If they attack someone who has succeeded in making a saving throw, they are treated as AC 10 [10] and inflict only 20% (multiply by .2 and round up) of normal damage for that sort of creature. If the shadow monster uses a special attack, not only is the subject is entitled to saving throws they would normally receive against such attacks, there is also only a 20% chance that the special attack will have any effect. If the special attack passed that 20% test and is real, it inflicts the full effect.

1.8.4.5. FIFTH LEVEL ILLUSIONIST SPELLS

CHAOS

Phantasmal Enchantment, level 5

RANGE	5ft/illusionist level
DURATION	1 round/illusionist level
AREA OF EFFECT	Up to 40ft × 40ft
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	See below

This spell causes creatures in the spell's area of effect to behave strangely and unpredictably. The effect persists after they leave the area of effect until the spell's duration expires.

Details

All creatures in the spell's area of effect may become confused (see below for effect), and only illusionists, fighters, and creatures with an intelligence of 4 or lower are entitled to a saving throw at all. All saving throws are made with a penalty of -2.

Those entitled to a saving throw must check each round, regardless of past results. Creatures affected by the spell in any given round will act randomly in accordance with the following table:

D100	ACTION
01–10	Attacks you or your allies
11–20	Acts under its own control
21–50	Babbles incoherently
51–70	Meanders away from you for a full turn*
71–00	Attacks nearest creature regardless of allegiance

*A creature that meanders away is *not entitled to further saving throws*, but will be freed from the spell's effects after taking a full turn of movement (at normal speed) away from you.

DEMI-SHADOW MONSTERS

Phantasmal illusion, level 5

RANGE	30ft
DURATION	1 round/illusionist level
AREA OF EFFECT	20ft × 20ft
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	Yes (lesser effect)

This spell creates partially-real illusory monsters in the same manner as the spell *shadow monsters*, but the quasi-shadow monsters are more powerful than mere shadow monsters.

Details

The demi-shadow monsters created by the spell are selected by the caster (subject to the GM's discretion).

The total hit dice of the monsters cannot exceed your illusionist level, and all of them must be the same kind of monster.

Demi-shadow monsters have only 40% of normal hit dice (multiply by .4 and round up).

Anyone seeing a demi-shadow monster is entitled to a saving throw to realise that the creature is only partially real.

- If demi-shadow creatures attack someone who fails the saving throw, they strike and inflict damage as the type of creature they appear to be. Demi-shadow monsters can use their monster type's special attacks (such as a breath weapon or gaze attack), although the subject is entitled to saving throws they would normally receive against such attacks.
- If they attack someone who has succeeded in making a saving throw, they are treated as AC 8 [12] and inflict only 40% (multiply by .4 and round up) of normal damage for that sort of creature. If the demi-shadow monster uses a special attack, not only is the subject is entitled to saving throws they would normally receive against such attacks, there is also only a 40% chance that the special attack will have any effect. If the special attack passed that 40% test and is real, it inflicts the full effect.

MAJOR CREATION

Phantasmal transmutation, level 5

RANGE	10ft
DURATION	6 turns/illusionist level
AREA OF EFFECT	1 cubic ft/illusionist level
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

With a small piece of material, you may use this spell to create an object made of that same material. The base material cannot be alive, but unlike *minor creation* it does not need to be plant matter.

Details

Within the level-based limit on the item's volume, you could create leather armour from a piece of leather, a door or club from a splinter of wood, a sword from a piece of steel, etc. The item exists only for the duration of the spell, at which time it turns back to the small piece of basic material.

MAZE

Phantasmal conjuration/summoning, level 5

RANGE	5ft/illusionist level
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

The targeted creature is trapped by this spell into an interdimensional reality similar to that created by the second level spell *rope trick*. This wormhole has an entrance, which closes immediately after the target is trapped, and an exit, which is difficult to find in the branching, twisting maze of the dimensional labyrinth.

Details

A creature's intelligence determines the amount of time required to find the way out and emerge back into the material plane:

- Less than 3: 2d4 turns
- 3-5: 1d4 turns
- 6-8: 5d4 rounds
- 9-11: 4d4 rounds
- 12-14: 3d4 rounds
- 15-17: 2d4 rounds
- 18+: 1d4 rounds

PROJECT IMAGE

Phantasmal illusion, level 5

RANGE	5ft/illusionist level
DURATION	1 round/illusionist level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell creates an illusory duplicate of you, standing in another place within the spell's range. The image must remain visible to you or the spell will end. Much like *mirror image*, the projected image mimics all of your movements, but it is not affected by attacks of any kind.

Details

The image possesses a magical link to you. If desired, you can cast spells originating at the image rather than at your location, as if the image, rather than you, had cast the spell. Thus, the effective range of an attack spell can be increased, or a spell that would ordinarily centre on the caster could be brought into effect around the projected image.

SHADOW DOOR

Phantasmal illusion, level 5

RANGE	10ft
DURATION	1 round/illusionist level
AREA OF EFFECT	Magic door
COMPONENTS	S
CASTING TIME	2 segments
SAVING THROW	None

With a mystical gesture, you create an illusory door (either in a wall or free-standing). If you step toward it, you appear to walk through the door and disappear from sight. If anyone else opens the door, they will perceive a small empty room. What actually happens is that you become *invisible* (with an unusually powerful type of *invisibility*) and never actually walk into the illusory room.

Details

The caster's invisibility after passing through the shadow door is particularly powerful and cannot be seen by use of *detect invisibility*, although you can be seen with more powerful divination magic. A powerful monster can still detect your *presence* and approximate location if their hit dice allow them to detect invisibility, but they cannot see you well enough to attack without a -2 penalty (as opposed to the normal -4). More powerful divinations (such as a *true seeing* spell) will reveal you normally.

SHADOW MAGIC

Phantasmal illusion, level 5

RANGE	50ft + 10ft/ illusionist level
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	Yes (lessened effect)

This spell employs your ability to draw upon the shadow planes, adding an element of quasi-reality to an illusory spell. The "spell" may be one of a limited group: *cone of cold*, *fireball*, *lightning bolt*, or *magic missile*.

Details

Anyone who would be damaged by the spell is entitled to a saving throw against the illusion, but does not receive a second saving throw against the illusionary spell effect.

- Anyone who succeeds at the saving throw against the illusion (vs. spells) takes 1 hit point of psychic damage per caster level.
- Anyone who fails the saving throw takes the full damage that the illusionary spell would inflict, but the damage is psychic damage. Thus, a creature who is immune to fire would still be damaged by a shadow "fireball".

SUMMON SHADOW

Phantasmal conjuration/summoning, level 5

RANGE	10ft
DURATION	1 round + 1 round/ illusionist level
AREA OF EFFECT	Summoned shadows
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell summons 1 undead shadow *per caster level* from the shadow planes. The shadows are under your mental command.

Details

If the shadows are *turned* or killed, they return to the shadow plane whence they came. Otherwise, they disappear when the spell's duration ends or when you dismiss them.

You do not need to concentrate to command the shadows.

1.8.4.6. SIXTH LEVEL ILLUSIONIST SPELLS

CONJURE ANIMALS

Phantasmal conjuration/summoning, level 6

RANGE	30ft
DURATION	1 round/illusionist level
AREA OF EFFECT	Conjured creatures
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	None

This spell "conjures" animal allies from thin air. You must be able to see the target point.

Details

When you cast this spell, you decide the relative strength of the creatures you want to call (Weak, Medium, Strong, or Mighty). The stronger the creature type, the fewer creatures that appear. Your GM then rolls or decides what kinds of creature appear. Some animals appear on more than one table, and this is deliberate.

WEAK

1 creature for each level you have in the illusionist class

D20	CREATURE
1-3	Baboon
4-9	Dog
10-16	Giant rat
17-20	Jackal

MEDIUM

1 creature for every 2 levels you have in the illusionist class, rounding down

D20	CREATURE
1-4	Badger
5-14	Herd animal
15-20	Horse

STRONG

1 creature for every 3 levels you have in the illusionist class, rounding down

D20	CREATURE
1-2	Boar
3-5	Camel
6-7	Giant goat
8-9	Horse
10-11	Hyena
12-13	Leopard
14-15	Phorusrhacid (Axe Beak)
16-17	Stag
18-20	Wolf

MIGHTY

1 creature for every 4 levels you have in the illusionist class, rounding down

D20	CREATURE
1-3	Ape
4-5	Bear
6-7	Boar
8-9	Bull
10-12	Dire wolf
13-14	Leopard
15-16	Lion
17-18	Sabretooth tiger
19-20	Tiger

This spell will fail unless you're on the Prime Material Plane.

This spell makes the animals understand your spoken word commands.

The animals don't have to obey a command that's obviously self-destructive.

The conjured animals are dismissed, and the spell ends, when they're all killed; when you're killed; when you use your action to dismiss them; when you leave the plane on which you cast this spell; or when the conjured animals leave the plane.

Killing or defeating animals conjured by this spell doesn't award any xp.

Note: If spacing is an issue on a battlemat or VTT, the GM may determine the spacing of the conjured animals when they appear. As a general approach, each animal appears in an unoccupied "square" of the caster's choice, in or adjacent to the square containing the target point. If there are no unoccupied squares, then the animal doesn't appear until a suitable square is vacated. If an animal doesn't appear immediately, the spell's duration is extended as appropriate for the late-arriving animals.

DEMI-SHADOW MAGIC

Phantasmal illusion, level 6

RANGE	60ft + 10ft/ illusionist level
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	See below

This spell allows the illusionist to "cast" a quasi-real version of any one of the following arcane spells: *cloudkill*, *cone of cold*, *magic missile*, *fireball*, *lightning bolt*, *wall of fire*, *wall of ice.*

Details

Anyone who would be damaged by the spell is entitled to a saving throw against the illusion, but does not receive a second saving throw against the illusionary spell effect.

- Anyone who succeeds at the saving throw against the illusion (vs. spells) takes 2 hit points of psychic damage per caster level from the offensive spells, the wall spells will inflict 1d4 hit points per caster level, and the *cloudkill* will only kill creatures of fewer than 2 hit dice (no saving throw).
- Anyone who fails the saving throw takes the full damage that the illusionary spell would inflict, but the damage is psychic damage. Thus, a creature who is immune to fire would still be damaged by a demi-shadow "wall of fire".

MASS SUGGESTION

Phantasmal enchantment, level 6

RANGE	10ft/illusionist level
DURATION	4 turns + 4 turns/ illusionist level
AREA OF EFFECT	One creature/ illusionist level (see below)
COMPONENTS	V, M
CASTING TIME	6 segments
SAVING THROW	Negates effect

This spell allows you to make a factual suggestion or suggest a course of action to the target creatures. If a creature fails the saving throw, it adopts and follows the suggestion. The same suggestion must be made to all the spell's targets.

Details

You can focus the entire spell upon a single creature instead of multiple targets. In this case, the saving throw is made at -2.

The suggestion must be made as soon as the casting time is completed; duration applies to the length of time the creature follows the suggestion.

You can make a factual suggestion ("These are not the halflings you seek"), suggest a course of action ("Don't mention you saw us"), or make a combination of both.

Even a victim who has failed a saving throw against the spell will not undertake a course of action that is unreasonable, but the experienced caster can easily phrase his or her requests in such a way as to avoid this problem. **Example:** No creature will leap off a cliff for no reason; but the caster might "need to scout the bottom of a chasm" and promise to cast a *feather fall* spell, or hand the victim a "magical" torch that supposedly permits the power of flight.

The creatures to be influenced must be able to hear and understand the language spoken by the caster.

PERMANENT ILLUSION

Phantasmal illusion, level 6

RANGE	30ft
DURATION	Permanent
AREA OF EFFECT	40 × 40ft square + 10×10ft square/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	See below

Permanent illusion is essentially a *spectral force* that does not require concentration and does not end until dismissed or dispelled. When you cast the spell, you craft a visual illusion of virtually anything that can fit within the spell's area of effect, together with basic sound effects, smells, and changes in temperature.

The illusion is dispelled if it is struck with a blow, a falling person, etc.

Details

There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real.

If the observer doubts the reality of the illusion, they are permitted a saving throw to see the illusion for what it really is.

If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Speech cannot be created, but clanking noises, rumblings, and other such sounds can be incorporated into the illusion.

PROGRAMMED ILLUSION

Phantasmal illusion, level 6

RANGE	10ft/illusionist level
DURATION	See below
AREA OF EFFECT	40ft × 40ft square + 10ft × 10ft square/ illusionist level
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	See below

This spell establishes a trigger event for the creation of a *spectral force* type of illusion. You can set any condition for the appearance of the illusion, but your level limits the range at which the lurking spell can *detect* the triggering events. The spell trigger can "perceive" events at a range of 5ft/illusionist level, but cannot detect invisible creatures. It has no perceptions other than visual, although it does not actually see.

Once the triggering event takes place, the illusion appears as you have "programmed" it to do. The spell allows a visual illusion together with basic sound effects, smells, and changes in temperature. You do not need to concentrate or even be present.

The illusion lasts 1 round per illusionist level of the caster.

Details

There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real.

If the observer doubts the reality of the illusion, they are permitted a saving throw to see the illusion for what it really is.

If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Speech cannot be created, but clanking noises, rumblings, and other such sounds can be incorporated into the illusion.

The illusion is dispelled if it is struck with a blow, a falling person, etc.

SHADES

Phantasmal illusion, level 6

RANGE	30ft
DURATION	1 round/illusionist level
AREA OF EFFECT	20ft × 20ft
COMPONENTS	V, S
CASTING TIME	6 segments
SAVING THROW	Yes (Lessened effect)

This spell creates partially-real, illusory monsters in the same manner as the spell shadow monsters, but shades have 60% of normal hit dice rather than 20%. If they are detected as only quasi-real, they inflict 60% of normal damage and are AC 6 [14].

This spell creates partially-real illusory monsters in the same manner as the spell *demi-shadow monsters*, but the *shades* are more powerful.

Details

The monsters to be created by the spell as *shades* are selected by the caster (subject to the GM's discretion).

The total hit dice of the monsters cannot exceed your illusionist level, and all of them must be the same kind of monster.

Shades have 60% of normal hit dice (multiply by .6 and round up).

Anyone seeing a shade is entitled to a saving throw to realise that the creature is only partially real.

- If shades attack someone who fails the saving throw, they strike and inflict damage as the type of creature they appear to be. Shades can use their monster type's special attacks (such as a breath weapon or gaze attack), although the subject is entitled to saving throws they would normally receive against such attacks.

- If the shades attack someone who has succeeded in making a saving throw, they are treated as AC 6 [14] and inflict only 60% (multiply by .6 and round up) of normal damage for that sort of creature. If the demi-shadow monster uses a special attack, not only is the subject is entitled to saving throws they would normally receive against such attacks, there is also only a 60% chance that the special attack will have any effect. If the special attack passed that 60% test and is real, it inflicts the full effect.

TRUE SIGHT

Phantasmal divination, level 6

RANGE	Touch
DURATION	1 round/illusionist level
AREA OF EFFECT	60ft
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

This spell has a broad set of effects. The target can see things as they truly are within the area of effect. The target knows where illusions and displacements are, but can choose to see through them as if they were translucent or transparent (target's choice). The target can perceive astral or ethereal creatures and objects, and things that are hidden, concealed, or secret. The target knows if any creatures are polymorphed or shapechanged, and can choose whether to see their polymorphed or real forms.

The target can also see through obfuscations such as darkness, bright light, fog, or mist.

Details

Gods and god-like beings, artifacts, and relics, can produce effects that are immune to this spell.

Unlike the divine spell *true seeing*, the subject of this spell cannot perceive alignments.

VEIL

Phantasmal illusion, level 6

RANGE	10ft/level
DURATION	1 turn/illusionist level
AREA OF EFFECT	20×20ft/illusionist level
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

This spell masks the true appearance of an area, making it appear as something else. A road can be made to appear as a river, a forest can be made to appear as a ravine, etc. Unlike *hallucinatory terrain*, a *veil* spell fools affects the sense of touch and is not dispelled by touch.

Details

The spell is particularly useful for hiding pits, or making cliff edges seem to extend more than they actually do, but the main benefit of a veil as opposed to hallucinatory terrain is that people and creatures can be hidden behind the false appearance of a veil spell.

1.8.4.7. SEVENTH LEVEL ILLUSIONIST SPELLS

ALTER REALITY

Phantasmal illusion, level 7

RANGE	Unlimited
DURATION	Varies (GM discretion)
AREA OF EFFECT	Varies (GM discretion)
COMPONENTS	Varies (GM discretion)
CASTING TIME	Varies (GM discretion)
SAVING THROW	Varies (GM discretion)

The first step in casting this spell is to cast a *phantasmal force* spell. Once this is done, the *alter reality* spell is cast, focused on the other spell. *Alter reality* allows you to reshape reality in accordance with your desires, but only to a limited degree, with about the same power as a *limited wish*.

The spell may be used to create minor alterations in reality (undoing curses, granting small quantities of gold, duplicating the effects of lower-level spells, etc.). The effects of the spell will be permanent for most minor requests, particularly when used to duplicate a lower-level spell that has a permanent or instantaneous duration.

Details

Alter reality is not powerful enough to bring the dead back to life, grant a level, or permanently change ability scores. In many cases, the GM will be called upon to determine whether the desired alteration is within the power of an *alter reality* spell or whether the results of the request will be reduced or flawed. Flaws would include limited durations or partial results. The guidelines set forth above should give the GM some assistance in making such determinations.

Unlike a *limited wish*, an illusionist casting *alter reality* can usually get a sense for how well the spell is working while casting it, and can adjust to a workable alteration within the spell's power on the fly.

ASTRAL SPELL

Phantasmal transmutation, level 7

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One to six creatures
COMPONENTS	V, S
CASTING TIME	3 turns
SAVING THROW	None

This spell transports avatars of yourself and up to five other creatures to the Astral Plane, leaving your physical bodies behind.

Details

This spell only transports willing creatures. Unwilling creatures are unaffected.

Most magic items are weakened or suppressed while on the Astral Plane, and some spells work differently.

Affected creatures retain their physical bodies on the Prime Material Plane. The bodies are unconscious and incapacitated until the spell ends.

This spell creates astral avatars, which look exactly like your physical bodies on the Prime Material. Each creature's avatar is connected to its physical body on the Prime Material by a *silver cord*. The silver cord is invisible and invulnerable to most kinds of damage, but can be severed by deities and creatures of similar power, by certain rare weather effects on the Astral Plane, and by a very limited number of special weapons and powers. If the silver cord is cut, the creature's astral avatar disappears and its physical body dies.

The astral avatar can enter other planes from the Astral, but it can't enter a plane where you have a physical body (other than to return into the original body).

PRISMATIC SPRAY

Phantasmal abjuration, level 7

RANGE	Nil
DURATION	Instantaneous
AREA OF EFFECT	70ft × 15ft ×5ft spray
COMPONENTS	V, S
CASTING TIME	7 segments
SAVING THROW	See below

Holding out your hand, fingers fanned out, you evoke a spray of colours identical to those of the *prismatic wall*. All creatures in the path of the spell will be struck by one (or possibly 2) of the rays.

Details

Roll a d8 below for each creature in the path of the spray to determine the result:

DIE ROLL	COLOUR	EFFECT OF COLOUR
1	Red	Deals 20 points of fire damage (saving throw for half damage).
2	Orange	Deals 40 points of magical damage (saving throw for half).
3	Yellow	Deals 80 points of magical damage (saving throw for half).
4	Green	Poison (saving throw or die).
5	Blue	Turns to stone (saving throw negates).
6	Indigo	Causes insanity (saving throw negates)
7	Violet	Creatures sent to another plane (saving throw negates).
8	Two colours	Roll twice, ignoring this result

PRISMATIC WALL

Phantasmal abjuration, level 7

RANGE	10ft
DURATION	1 turn/illusionist level
AREA OF EFFECT	Wall, up to 40ft/caster level long, and 20ft/caster level tall
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

Prismatic wall creates a shimmering, multicoloured wall of light that protects those within it from all forms of attack. The wall flashes with seven colours, each of which has a distinct power and purpose. It is immobile, but you can pass through and remain near it without harm. However, any other creature with fewer than 8 HD within 20ft of the wall will be blinded for 2d4 rounds by the colours if it looks at them.

Details

The wall can be destroyed, colour by colour, in consecutive order, by various magical effects; however, the first colour must be brought down before the second can be affected, and so on.

A ***rod of cancellation*** destroys a *prismatic wall*, but an *anti-magic shell* will fail to penetrate it. *Dispel magic* cannot dispel the wall or anything beyond it (unless the first six colours have already been brought down). Magic resistance is effective against a *prismatic wall*, but the check must be repeated for each colour present.

Each colour in the wall has a different effect. The accompanying table shows the seven colours, the order in which they appear, their effects on creatures trying to attack the caster or pass through the wall, and the magic needed to negate each colour.

PRISMATIC WALL EFFECTS (MAGIC USER LEVEL 9)

COLOUR	ORDER	EFFECT	NEGATED BY
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (saving throw for half damage).	*Cone of cold*
Orange	2nd	Stops magical ranged weapons. Deals 40 points of damage (saving throw for half).	*Gust of wind*
Yellow	3rd	Stops poisons, gases, and petrifaction. Deals 80 points of damage (saving throw for half).	*Disintegrate*
Green	4th	Stops breath weapons. Poison (saving throw or die).	*Passwall*
Blue	5th	Stops divination and mental attacks. Turns to stone (saving throw negates).	*Magic missile*
Indigo	6th	Stops all spells. Causes insanity (saving throw negates)	*Continual light*
Violet	7th	Force shield (as per *wall of force*). Creatures sent to another plane (saving throw negates).	*Dispel magic*

Most magic-users (and illusionists) will know the correct sequence of spells used to destroy a prismatic wall. Having those spells available is another matter, of course.

VISION

Phantasmal divination, level 7

RANGE	Caster
DURATION	See below
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

By means of this spell, you gaze beyond reality itself, seeking patterns that will give you the answer to a question. 3d6 are rolled, and if the result is 10 or higher, you gain significant insights about the answer to the question. There are, however, significant risks to casting the spell.

Details

Gazing into the patterns beyond reality is a risky proposition.

If the result of the die roll is from 2–6, you become obsessed with performing a task, and are treated as being under a *geas* spell until the random task is completed.

If the roll is from 7–9 there is no result at all from the divination; you discern no useful patterns, but suffer no ill effects from the attempt.

As noted, if the result is 10 or higher, you gain insights, as determined by the GM.

1.8.5. MAGIC-USER SPELLS BY LEVEL

	LEVEL ONE	LEVEL TWO	LEVEL THREE	LEVEL FOUR
1	Affect Normal Fires	Audible Glamour	Blink	Charm Monster
2	Burning Hands	Continual Light	Clairaudience	Confusion
3	Charm Person	Darkness, 15ft Radius	Clairvoyance	Dig
4	Comprehend Languages	Detect Evil	Dispel Magic	Dimension Door
5	Dancing Lights	Detect Invisibility	Explosive Runes	Enchanted Weapon
6	Detect Magic	ESP	Feign Death	Extension I
7	Enlarge	Fool’s Gold	Fireball	Fear
8	Erase	Forget	Flame Arrow	Fire Charm
9	Feather Fall	Invisibility	Fly	Fire Shield
10	Find Familiar	Knock	Gust of Wind	Fire Trap
11	Friends	False Trap	Haste	Fumble
12	Hold Portal	Levitate	Hold Person	Hallucinatory Terrain
13	Identify	Locate Object	Infravision	Ice Storm
14	Jump	Magic Mouth	Invisibility, 10ft radius	Massmorph
15	Light	Mirror Image	Leomondo’s Tiny Hut	Minor Globe of Invulnerability
16	Niam’s Magic Aura	Pyrotechnics	Lightning Bolt	Monster Summoning II
17	Magic Missile	Ray of Enfeeblement	Monster Summoning I	Plant Growth
18	Mending	Rope Trick	Phantasmal Force	Polymorph Other
19	Message	Scare	Protection from Evil, 10ft radius	Polymorph Self
20	Protection From Evil	Shatter	Protection/Normal Missiles	Rarit’s Mnemonic Enhancement
21	Push	Stinking Cloud	Slow	Remove Curse
22	Read Magic	Strength	Suggestion	Wall of Fire
23	Shield	Web	Tongues	Wall of Ice
24	Shocking Grasp	Wizard Lock	Water Breathing	Wizard Eye
25	Sleep			
26	Spider Climb			
27	Tanzur’s Floating Disk			
28	Unseen Servant			
29	Ventriloquism			
30	Write			

	LEVEL FIVE	LEVEL SIX	LEVEL SEVEN
1	Airy Water	Anti-Magic Shell	Biccby's Grasping Hand
2	Animal Growth	Biccby's Forceful Hand	Cacodemon
3	Animate Dead	Control Weather	Charm Plants
4	Biccby's Interposing Hand	Death Spell	Delayed Blast Fireball
5	Cloudkill	Disintegrate	Dramijar's Instant Summons
6	Cone of Cold	Enchant an Item	Duo-Dimension
7	Conjure Elemental	Extension III	Limited Wish
8	Contact Other Plane	Geas	Mass Invisibility
9	Distance Distortion	Glasseye	Monster Summoning V
10	Extension II	Globe of Invulnerability	Murkenvain's Sword
11	Feeblemind	Guards and Wards	Phase Door
12	Hold Monster	Invisible Stalker	Power Word Stun
13	Leomondo's Secret Chest	Legend Lore	Reverse Gravity
14	Magic Jar	Lower Water	Simulacrum
15	Monster Summoning III	Monster Summoning IV	Statue
16	Murkenvain's Faithful Hound	Move Earth	Vanish
17	Passwall	Othalak's Freezing Sphere	
18	Stone Shape	Part Water	
19	Telekinesis	Project Image	
20	Teleport	Reincarnation	
21	Transmute Rock to Mud	Repulsion	
22	Wall of Force	Spirit-rack	
23	Wall of Iron	Stone to Flesh	
24	Wall of Stone	Tanzur's Transformation	

	LEVEL EIGHT		LEVEL EIGHT		LEVEL NINE		LEVEL NINE
1	Antipathy/Sympathy	11	Permanency	1	Astral Spell	11	Time Stop
2	Biccby's Clenched Fist	12	Polymorph Object	2	Biccby's Crushing Hand	12	Wish
3	Clone	13	Power Word, Blind	3	Gate		
4	Glass-steel	14	Siartan's Spell Immunity	4	Imprisonment		
5	Incendiary Cloud	15	Symbol	5	Meteor Swarm		
6	Irresistible Dance	16	Trap the Soul	6	Monster Summoning VII		
7	Mass Charm			7	Power Word Kill		
8	Maze			8	Prismatic Sphere		
9	Mind Blank			9	Shape Change		
10	Monster Summoning VI			10	Temporal Stasis		

1.8.5.1. FIRST LEVEL MAGIC-USER SPELLS

AFFECT NORMAL FIRES

Arcane transmutation, level 1

RANGE	5ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	1.5ft radius fire
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

This spell allows you to command small fires (up to a limit of 1.5ft in radius), to grow smaller or larger. Any fire within the spell's size limitations may be made as small as a candle flame or turned into a bonfire up to 5ft in diameter.

Details

An affected fire only consumes fuel appropriate to its new size, but will continue to radiate the same heat as a fire of its original size. **Example:** Turning a candle flame into a bonfire creates more light, roughly the equivalent of a light spell, but the bonfire inflicts no measurable damage since its heat is still only that of a candle's flame.

BURNING HANDS

Arcane transmutation, level 1

RANGE	Caster
DURATION	1 round
AREA OF EFFECT	Fan of flame 5ft long in a 120-degree arc
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

While casting this spell, you touch your thumbs together, and a sheet of flame explodes from your fingers to burn opponents within the spell's short (5ft) range. The flames inflict 1 hp of damage per magic-user level (no saving throw applies).

Details

Any combustible items caught in the sheet of flame must pass a saving throw against normal fire or be destroyed.

Note: The original description of this spell called for a 3ft range. We have changed this to 5ft to clarify that this is a combat spell fully capable of hitting opponents in an adjacent "square", but not beyond.

CHARM PERSON

Arcane enchantment, level 1

RANGE	120ft
DURATION	See below
AREA OF EFFECT	One person
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	Negates

This spell causes the target to view you as a trusted friend, if the target fails a saving throw vs. spells.

Details

This spell will affect any "person," meaning character ancestries and other small to medium-sized bipeds analogous to persons (orcs, goblins, etc.).

If the target creature fails a saving throw, it will view you as a trusted friend, interpreting your every word in its most positive light. Charmed creatures will place themselves into moderate danger, including combat, on your behalf, but will not undertake risks beyond those the creature might ordinarily take. You must be able to talk to the charmed creature if you want to make any sort of complex "request". Charmed creatures are allowed periodic saving throws to break the charm, based on intelligence:

INT	FREQUENCY OF SAVING THROWS
19+	one saving throw/day
18	one saving throw/2 days
17	one saving throw/3 days
15–16	one saving throw/week
13–14	one saving throw/2 weeks
10–12	one saving throw/3 weeks
7–9	one saving throw/month
4–6	one saving throw/2 months
3 or less	one saving throw/3 months

The charm will be broken automatically if you obviously try to harm the charmed creature.

COMPREHEND LANGUAGES

Arcane transmutation, level 1

RANGE	Caster
DURATION	5 rounds/MU level
AREA OF EFFECT	One written object or one creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows you to decipher a written language (including pictographs, but not including magical script), or to understand the speech of another creature that can talk.

Details

The spell does not permit you to understand the "speech" of animals; only true, spoken languages can be understood.

You gain no ability to speak or write the language, only to comprehend meaning.

REVERSIBLE AS CONFUSE LANGUAGES:

CONFUSE LANGUAGES

Arcane transmutation, level 1

RANGE	Touch
DURATION	5 rounds/MU level
AREA OF EFFECT	One written object or one creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell makes a particular piece of writing indecipherable, makes one creature incapable of coherent speech, or may be used to cancel the effects of a *comprehend languages* spell.

Details

You must touch the target (for example, to cancel a *comprehend languages* spell, the caster of that spell).

An affected target cannot cast spells that have a verbal component.

DANCING LIGHTS

Arcane transmutation, level 1

RANGE	40ft + 10ft/MU level
DURATION	2 rounds/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell creates small lights at a chosen distance, under your control. You may create 1–4 (at your option) torch-like lights, 1–4 (at your option) spherical lights, or a single, faintly human-like glow.

Details

The lights move at your mental command, without any particular concentration required.

If you allow the lights to move beyond the spell's range, the lights will disappear and the spell will end.

DETECT MAGIC

Arcane divination, level 1

RANGE	Caster
DURATION	2 rounds/MU level
AREA OF EFFECT	Path 10ft wide, 60ft long
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

You see an aura around each magical creature, object, or place within the area of effect. In addition to knowing if something is magical, you can also tell which school of magic (such as enchantment or transmutation) creates the effect.

If the creature, object, or place is invisible, then you know where it is, but you still can't see it. If you make an attack roll against it, then the "to hit" roll penalty for attacking an invisible target is halved, so usually -2 instead of -4.

Details

Only you (the caster) can "see" the magical auras. The spell reveals enchantments, not powers, so it would detect a magic item but it wouldn't detect a druid (or other spellcaster) unless they were using a spell.

Solid material can block the spell. The spell can only penetrate metal if it's one inch thick or less, and brick or stone if it's one foot thick or less.

You must concentrate on maintaining the spell, or it ends. See Section 1.8.1.5 (Concentration) for how this works.

ENLARGE

Arcane transmutation, level 1

RANGE	5ft/MU level
DURATION	1 turn/MU level
AREA OF EFFECT	One creature or object
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	Negates effect

This spell causes a creature or object to grow in size and weight. The spell increases a creature's size and weight by 20% for each level of the caster (to a maximum increase of 200%) or increases an object's size and weight by 10% per caster level (to a maximum increase of 100%).

Details

You can affect no more than 10 cubic ft of living matter, or 5 cubic ft of non-living matter, per level. A normal sized person doubled in size will generally have strength of 18, and tripled in size would have strength of 20+.

If the spell is cast on an unwilling recipient, a successful saving throw will negate the spell, but willing recipients may choose to be affected without making a saving throw.

REVERSIBLE AS REDUCE:

REDUCE

Arcane transmutation, level 1

RANGE	5ft/MU level
DURATION	1 turn/MU level
AREA OF EFFECT	One creature or object
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	Negates effect

This spell causes a creature or object to shrink in size and weight. The spell decreases a creature's size and weight by 20% for each level of the caster (to as low as 20% of original size) or decreases an object's size and weight by 10% per caster level (to as low as 50% of original weight).

Details

You can affect no more than 10 cubic ft of living matter, or 5 cubic ft of non-living matter, per level. A creature's strength will be affected by the reduction in size.

If the spell is cast on an unwilling recipient, a successful saving throw will negate the spell, but willing recipients may choose to be affected without making a saving throw.

ERASE

Arcane transmutation, level 1

RANGE	30ft
DURATION	Instantaneous
AREA OF EFFECT	Scroll or two pages of writing
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	See below

This spell erases normal or magical writing from an area about two pages wide, or one full scroll of any length.

Details

The base chance to erase a magical writing is 50%+2%/caster level, and the base chance to erase non-magical writing is 50%+4%/caster level.

Obviously, the main benefit of this spell is that the erasure can be made at a distance.

The spell does not remove such magical rune-traps as *symbol* or *explosive runes* unless you created them yourself, but does work against a *glyph of warding*.

FEATHER FALL

Arcane transmutation, level 1

RANGE	10ft/MU level
DURATION	1 segment/MU level
AREA OF EFFECT	10 cubic ft
COMPONENTS	V, M
CASTING TIME	Fast
SAVING THROW	None

This spell causes creatures or objects in the area of effect to fall as slowly and lightly as feathers, at a rate of about 10ft in six seconds (1 segment). It is usually used to prevent damage from falling.

Details

No damage is taken from the distance spent falling under the influence of the spell, but if the spell's target has not landed by the time the spell expires, the fall resumes at normal speed and damage will be taken for the remaining distance.

You can affect a weight of up to 200 lbs plus another 200 lbs/caster level.

The spell may be used to slow propelled objects such as arrows, but will not affect sword blows or other non-propelled forces.

FIND FAMILIAR

Arcane conjuration/summoning, level 1

RANGE	Nil
DURATION	See below
AREA OF EFFECT	1 mile radius/MU level
COMPONENTS	V, S, M
CASTING TIME	2d12 hours
SAVING THROW	See below

This spell summons a familiar, who will remain bonded to you, providing benefits that depend on what sort of creature responds to the call. There is a downside to establishing such a relationship: if the familiar is ever killed, you permanently lose twice the familiar's hit points.

Details

To summon a familiar, you must intone the words of the spell over a stocked fire source, sprinkling the flames with expensive incense and powders (100 gp in total value). You must continue casting for as long as necessary (2d12 hours) until a familiar arrives or the casting time expires without success. The spell may be attempted only once per year, and you have no control over the type of animal that will respond. When it arrives, the familiar becomes your faithful servant and ally. Normal familiars have 1d3+1 hit points, are AC 7 [13], and are as intelligent as a lower-than-average human. When the familiar is within 120ft of you, you gain additional hit points equal to the familiar's. If the familiar is ever killed, you permanently lose twice the familiar's hit points.

CASTER LEVEL						**FAMILIAR**
1–2	**3–5**	**6–8**	**9–11**	**12–14**	**15+**	
01–05	01–05	01–06	01–06	01–07	01–07	Special
06–25	06–25	07–29	07–29	08–33	08–33	Cat
26–35	26–36	30–40	30–41	34–45	34–46	Hawk
36–45	37–47	41–51	42–53	46–57	47–59	Owl
46–55	48–58	52–62	54–65	58–69	60–72	Raven
56–65	59–69	63–73	66–77	70–81	73–85	Toad
66–75	70–80	74–84	78–89	82–93	86–98	Weasel
76–00	81–00	85–00	90–00	94–00	99–00	None

A special familiar is entitled to a saving throw in order to avoid the effect of the spell. The type of special familiar to appear depends upon the magic-user's alignment:

Lawful good or Lawful neutral:	Brownie
Chaotic good, Neutral good, or Neutral:	Pseudo–dragon
Lawful evil or Neutral evil:	Imp
Chaotic evil or Chaotic Neutral:	Quasit

FRIENDS

Arcane enchantment, level 1

RANGE	Caster
DURATION	1 round/MU level
AREA OF EFFECT	10ft radius + 10ft/MU level
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	See below

This spell increases your charisma to all creatures within the area of effect that fail saving throws.

Details

For creatures failing the save, your charisma is increased by 2d4 (one roll for all).

For those who succeed in making the saving throw, your charisma is lowered by 1d4.

Unless the exact numbers are required for some purpose, the normal result of the spell will be that those who failed the saving throw will be disposed and friendly toward you, and those that succeeded in making the save will find you distasteful and somewhat suspect.

HOLD PORTAL

Arcane transmutation, level 1

RANGE	20ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	One portal up to 80 square ft/caster level
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None

This quickly-shouted spell holds a door or similar aperture closed, as if it were securely locked.

Details

The portal must be something that normally opens and closes, such as a door, gate, valve, or portcullis, and it must be closed for the spell to function.

A magically held portal can be battered apart, but will not open normally until the spell's duration expires.

Any being not native to the material planes (such as a demon) can open the portal as if the spell were not in effect, and so can a magic-user four or more levels higher than the caster. The spell may also be negated by means of a *knock* or *dispel magic* spell.

IDENTIFY

Arcane divination, level 1

RANGE	Touch
DURATION	1 segment/MU level
AREA OF EFFECT	One item
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	See below

This expensive and unreliable spell can reveal information about an item's magical properties.

Details

To cast the spell, you must hold or wear the item as intended for use (thereby placing yourself at risk of a cursed item). For every segment of the spell's duration, you have a 15% (+5%/MU level) chance of gaining an insight into the nature of the item's enchantment.

Insights are usually either (1) one of the item's magical effects (and the corresponding command word), or (2) the approximate number of charges (plus or minus 25% of the actual number) in the item. The exact bonus or penalty of a weapon is not revealed to the player, unless the GM chooses to do so for convenience; the character, of course, would not think of a magic sword as being "+1" or "+3," just as "enchanted" or "powerfully enchanted," and the spell reveals information in these terms.

The spell must be cast within 1 hour/MU level of the time a magic item first comes within 5ft of you, or your own aura will have blended too much into the item's aura, contaminating your ability to read it.

When you cast the spell, you temporarily lose 8 points of constitution, and regain them by resting for one hour per recovered point.

The material component for the spell is a pearl worth 100 gp.

JUMP

Arcane transmutation, level 1

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell allows the subject to make one or more huge leaps. The recipient of the spell may bound forward 30ft, or may leap backward or straight up for a distance of 10ft. The leap is almost perfectly straight, with no arc.

Details

The spell allows one leap, plus an additional one for every three magic-user levels the caster has above first level. Thus, at a caster level of 4, the spell permits a second leap, with additional leaps at level 7, 10, 13, etc.

LIGHT

Arcane transmutation, level 1

RANGE	60ft
DURATION	1 turn/MU level
AREA OF EFFECT	20ft radius globe
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

You create a magical light, centred on the target, which may be a point in space, a creature, or an object. You can extinguish the light at will.

If your target is an area of magical darkness, then the darkness is nullified for the spell's duration but there is no additional magical light created; the spells cancel each other.

Details

The light is stationary, unless you cast it on a creature or object that moves, in which case it moves with that creature or object.

If your target is a creature, then it can choose to roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw.

- If it passes the saving throw, then your spell produces a stationary light in the air just behind your target creature, rather than affecting the creature itself.
- If it fails the saving throw and the target was its eyes or light-sensing organs, the target is blinded for the spell's duration. If the spell was just targeted on the creature in general, there is no blinding effect but the spell moves with the creature.

MAGIC MISSILE

Arcane evocation, level 1

RANGE	60ft + 10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	1+ creatures in a 10ft ×10ft area
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

When this spell is cast, missiles of magical energy dart forth from your fingertips. They automatically hit the intended targets, even if the targets are in melee or are partially concealed.

Details

The missiles inflict 1d4+1 points of magical damage, and can be allocated to different targets.

Magic-users of first and second level can launch a single magic missile.

For every two magic-user levels beyond first, you gain an additional missile. A first-level magic user can cast 1 missile, a third-level caster may cast 2, a fifth-level caster may cast 3, and so on.

MENDING

Arcane transmutation, level 1

RANGE	30ft
DURATION	Instantaneous
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell repairs small breaks or tears in an object. It can weld together broken metallic objects, such as a chain link or a broken dagger, rejoin a broken bottle, and repair holes in leather or cloth, for example.

Details

The spell does not repair magic items in any way that would restore or affect their magical qualities.

MESSAGE

Arcane transmutation, level 1

RANGE	60ft + 10ft/level
DURATION	5 segments + 1 segment/MU level
AREA OF EFFECT	One creature at a time
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

When you cast this spell, you may point to any creature in range and whisper a message that the other creature will hear. If there is time remaining, the recipient may whisper a message in reply.

Details

Only one creature may be in contact with the caster at a time, but if time allows, the caster may make contact with more than one possible recipient.

The gestures of this spell are subtle, and it is easy to conceal that the enchantment is being cast.

Note that the path between the magic user and the recipient must be a straight line and not completely blocked.

NIAM'S MAGIC AURA

Arcane illusion, level 1

RANGE	Touch
DURATION	1 day/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	See below

This spell creates a false magical aura around a single object, which cannot weigh more than five pounds per magic-user level of the caster. A *detect magic* spell will incorrectly perceive the item as magical.

Details

If the item is actually handled by a person who has cast a *detect magic* spell, the caster is permitted a saving throw to realise that the aura is, in fact, not a true magical aura but a counterfeit.

PROTECTION FROM EVIL

Arcane abjuration, level 1

RANGE	Touch
DURATION	2 rounds/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell creates an invisible barrier against evil and summoned creatures, protecting you or one creature you touch. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *evil creatures*. Creatures that are *both* evil and conjured, such as demons, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, on an object, or on a place or point in space.

The target creature is warded (in different ways) against all of the following:

1. Creatures that have an evil alignment must take a penalty of -2 on their attack rolls vs the warded creature. The warded creature may add +2 to any saving throws that are caused by an evil creature (or an effect it causes, such as a spell).
2. Effects that the rules specifically describe as evil, fiendish, demonic, or devilish allow a +2 to saving throws. This is not cumulative with the +2 for effects caused by evil creatures.
3. All conjured or summoned creatures *regardless of alignment* cannot attack the warded creature by touch (claws, teeth, etc.). However, they are not subject to the penalties described in (1) unless they are actually evil. **Example:** a djinni is a summoned creature, and thus cannot touch a warded person. However, since it is not evilly-aligned, it can attack with a weapon with no penalty.

Ghouls have this additional penalty: They are kept at bay. This means the ghoul can't make any move that would reduce the distance between the ghoul and the warded creature, but if the warded creature approaches the ghoul, the ghoul doesn't have to retreat.

Some GMs rule that Protection from Evil keeps other creatures, as well as ghouls, at bay.

REVERSIBLE AS PROTECTION FROM GOOD:

PROTECTION FROM GOOD

Arcane abjuration, level 1

RANGE	Touch
DURATION	2 rounds/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell creates an invisible barrier protecting you or one creature you touch. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *good-aligned creatures*. Creatures that are *both* good-aligned and conjured, such as djinn, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, on an object, or on a place or point in space.

The target creature is warded (in different ways) against all of the following:

1. Creatures that have a good alignment must take a penalty of -2 on their attack rolls vs the warded creature. The warded creature may add +2 to any saving throws that are caused by a good-aligned creature (or an effect it causes, such as a spell).
2. Effects that the rules specifically describe as holy allow a +2 to saving throws. This is not cumulative with the +2 for effects caused by good creatures.
3. All conjured or summoned creatures *regardless of alignment* cannot attack the warded creature by touch (claws, teeth, etc.). However, they are not subject to the penalties described in (1) unless they are actually good-aligned. **Example:** an efreeti is a summoned creature, and thus cannot touch a warded person. However, since it is not good-aligned, it can attack with a weapon with no penalty.

PUSH

Arcane conjuration/summoning, level 1

RANGE	10ft + 3ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

You cast this spell and point toward the desired target, which is instantly pushed away from you. The supernatural force exerted by the spell is only about one pound per level of the caster, but the spell can be used to move small objects or to throw enemies off balance.

Details

A small object is moved 10ft (directly away from the caster).

If the object is a weapon held by a creature, the creature will suffer a penalty "to hit" equal to your magic-user level. **Example:** a tenth level magic user can exert enough magical force against an attacking orc's axe that the orc would suffer a -10 "to hit" with it.

Moving an actual creature or a heavier object is only possible if the creature's weight in pounds is not more than 50 times the caster's level.

READ MAGIC

Arcane divination, level 1

RANGE	Caster
DURATION	2 rounds/level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

Read magic is normally the first spell in every magic user's spell book, and its mastery is the first task of every apprentice. The spell allows you to read magical writings by others (magical writing can always be read by the person who actually wrote it, so this spell isn't necessary for your own writing).

Details

Unless the writings are cursed, reading magical script does not normally activate the magic formulae described therein—reviewing a scroll prior to casting from it does not, for instance, actually cast whatever spell is written upon the scroll.

Once you read a particular set of magical inscriptions using this spell, the spell is no longer needed to re-read the writing later on.

REVERSIBLE AS ENCRYPT MAGIC

ENCRYPT MAGIC

Arcane divination, level 1

RANGE	Touch
DURATION	2 rounds/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell makes magical writings completely unreadable for the spell's duration.

Details

The area of effect is a single scroll, book, or inscription that you must touch in order for the spell to take effect.

SHIELD

Arcane evocation, level 1

RANGE	Caster
DURATION	5 rounds/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

This spell creates an invisible barrier of magical force that moves with you and protects you in various ways**.**

Details

- *Magic missiles* cannot penetrate the barrier at all.
- You gain an armour class of 2 [18] against any hurled weapon

- You gain an armour class of 3 [17] against propelled weapons such as arrows
- You gain an armour class of 4 [16] against all other attacks.
- All saving throws against frontal attacks (by wands, dragon breath, etc.) are made at +1 during the spell's duration.

The *shield* is a frontal defence and grants no benefits against attacks from behind or from the rear flanks.

Regular armour (including magic armour), shields, and certain items (such as bracers of defence) do not "stack" with this spell. The *shield's* armour class replaces armour if it offers a better armour class, and if it is inferior to the armour you are wearing, all it does is provide the protection against magic missiles and the saving throw bonus.

If you have a dexterity bonus or are wearing items that give enemies a penalty to hit you, these still function as benefits.

SHOCKING GRASP

Arcane transmutation, level 1

RANGE	Touch
DURATION	1 touch (see below)
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

This spell imbues your hand with a powerful electrical charge that you may use to deliver a deadly shock. The electrical charge can be delivered either by a direct touch (requiring a successful attack roll) or through a conductive material such as metal.

Details

The *shocking grasp* inflicts 1d8 hit points +1 hit point per magic-user level of the caster, all of which is electrical damage.

Unlike many attack spells that require a to-hit roll, shocking grasp is not lost if you miss your attack roll. You may try again until you successfully discharge the shock. You cannot cast more spells that involve somatic or material components until you discharge the shock (which you can do at will), so you can't build up multiple *shocking grasps* on yourself.

You can't discharge the shock to an opponent when *they* hit *you*. You must actually hit an opponent to use the spell or use your hand to zap them through a conductive medium.

This spell is not powerful enough to deliver a dangerous shock through any significant volume of water, but a small quantity of water (a shallow puddle, for instance) could be used as a suitable conductor.

SLEEP

Arcane enchantment, level 1

RANGE	30ft + 10ft/MU level
DURATION	5 rounds/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell affects a circular area with a 15ft radius. A number of creatures within this radius (determined by their HD) fall into a deep magical slumber with no saving throw allowed.

Details

Magically-sleeping creatures may be killed or tied up at a rate of one per round by a single person if there is no opponent in melee range, or can be attacked at twice the normal rate with an automatic hit for maximum damage if there are still opponents in melee range.

A sleeping creature requires a full round to waken and must be shaken or slapped to bring it to consciousness; mere noise, however loud, will not disturb the enchanted slumber of a *sleep* spell's victim.

The number of enemies affected by the spell is a function of their hit dice. If there are creatures with different hit dice in the area of effect, each hit die category is rolled for separately. Creatures with hit dice over 4+4 are not affected by the spell.

SLEEP SPELL EFFECTIVENESS

HIT DICE CATEGORY	NUMBER AFFECTED
1 or less	4d4
1+ to 2	2d4
2+ to 3	1d4
3+ to 4	1d2
4+1 to 4+4	0 or 1 (d2-1)
Above 4+4	0

If there are different types of creatures in the same category (such as kobolds and orcs, which are both "1 or less"), the weaker creatures are all affected before any of the stronger ones. See example, below.

Example: The area of effect contains 5 kobolds (less than 1HD), 5 orcs (1HD), 5 hobgoblins (1+1 HD), 1 ogre (4+1 HD) and a troll (6+6 HD). The troll is unaffected because it has more than 4+4 dice. The ogre might be affected (it is in the HD category where the number affected might be 0 or 1). The hobgoblins are in the "1+ to 2" category, so 2d4 are affected. The orcs and kobolds are *both* in the "1 or less" category, so 4d4 of them are affected. However, since kobolds are weaker than orcs, the spell won't affect any orcs unless all the kobolds are asleep. If the 4d4 die roll is a 5 (a terrible roll), five kobolds and no orcs fall asleep. If the 4d4 die roll results in a 6, then all five kobolds and one of the orcs fall asleep. The presence of a troll (unaffected) and an ogre (possibly affected) in the area of effect has no influence on the number of hobgoblins (2d4 affected) or the number of orcs and kobolds (4d4 affected) put to sleep by the spell.

SPIDER CLIMB

Arcane transmutation, level 1

RANGE	Touch
DURATION	1 round + 1 round/MU level
AREA OF EFFECT	One willing creature
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

When you cast this spell on someone, their bare hands and feet become sticky enough to allow them to climb walls and even crawl along a ceiling with no chance of falling. The movement rate for such climbing is 30ft per round.

Details

The subject of this spell will find it difficult to employ tools or handle small objects with precision while the spell is in effect.

TANZUR'S FLOATING DISK

Arcane evocation, level 1

RANGE	20ft
DURATION	3 turns + 1 turn/ MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell produces an invisible disk about 3ft across, shaped like a shallow bowl. The disk floats in the air and moves in accordance with your commands (although if it is allowed more than 20ft from you it will disappear).

Details

The disk cannot move faster than 60ft per round.

A *floating disk* can carry up to 100 lbs per level of the caster.

UNSEEN SERVANT

Arcane conjuration/summoning, level 1

RANGE	Caster
DURATION	6 turns + 1 turn/ MU level
AREA OF EFFECT	30ft radius around caster
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

By means of this spell, you summon a mindless magical force to perform simple tasks. It can fetch and carry things, open doors, hold chairs, clean, mend, etc. The unseen servant continues at its assigned task until it is given another command.

Details

An unseen servant cannot exert force (or carry weight) of more than twenty pounds.

Unseen servants cannot attack.

The unseen servant cannot move beyond the spell's area of effect, which moves with the caster.

VENTRILOQUISM

Arcane illusion, level 1

RANGE	10ft/MU level (max. 60ft)
DURATION	2 rounds + 1 round/MU level
AREA OF EFFECT	One object or point in space
COMPONENTS	V, M
CASTING TIME	Fast
SAVING THROW	See below

This spell makes your voice (or any sound you can vocalise) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc.

Details

For each point of intelligence of the listener over 12, there is a cumulative 10% chance to correctly perceive the source of the sound. Otherwise, they will assume the sound is coming from the point or object you targeted with the spell.

WRITE

Arcane evocation, level 1

RANGE	Caster
DURATION	1 hour/MU level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows you to make a written copy of a spell you don't yet have the power to cast, and it is a somewhat dangerous spell to use.

Details

In order to succeed in this task, you must make a saving throw vs spells, with a modifier determined by the difficulty of the spell being transcribed.

- If the spell is up to one level higher than you can cast, the saving throw is made at +2.
- If the spell is two levels higher than you can cast, there is no bonus or penalty to the saving throw.
- If the spell is more than 2 levels higher than you can cast, each additional level adds a -1 penalty.

If you fail this saving throw, the spell is not successfully copied, you take 1d4 points of magical damage per level of the spell attempted, and you are knocked unconscious for 1 turn per hit point sustained thereby.

The damage sustained cannot be healed more quickly than 4 hp per day, even with the assistance of magical healing.

If the saving throw is successful, you may copy the spell, which takes one hour per level of the spell.

The material component for the spell is ink, costing at least 200 gp.

1.8.5.2. SECOND LEVEL MAGIC-USER SPELLS

AUDIBLE GLAMOUR

Arcane illusion, level 2

RANGE	60ft + 10ft/MU level
DURATION	2 rounds/MU level
AREA OF EFFECT	Hearing distance from targeted point
COMPONENTS	V, M
CASTING TIME	2 segments
SAVING THROW	See below

This spell creates sounds from a point in space you target within the spell's range (the focal point). You decide what sort of sound is created, but the loudness is limited by your magic-user level.

Details

You can move the focal point at will (within range) until the spell's duration expires.

The spell can create any type of sound, but the maximum volume of the noise depends upon your level. A third level caster can produce the noise of 4 people shouting (or acting more quietly). Each additional caster level allows the caster to add the sound of four more people into the illusion. As a benchmark, the sound of an explosion or landslide would require a caster level of approximately 8th.

Listeners are only entitled to saving throws if they have cause to doubt the apparent sounds. Players must state such disbelief, while the GM will make such determinations for monsters and NPCs based on the believability of the sounds.

CONTINUAL LIGHT

Arcane transmutation, level 2

RANGE	60ft
DURATION	Permanent
AREA OF EFFECT	60ft radius sphere
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	See below

This spell creates a bright light, illuminating the target (a creature, object, or point in space) and everything in a 60ft radius around the target.

Details

If your target is an area of magical darkness, both spells (*darkness* and *continual light*) are cancelled.

The light is stationary, unless you cast it on a creature or object that moves, in which case it moves with that creature or object.

If your target is a creature's eyes or other sense organs, then it can roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary light in the air just behind your target creature, rather than affecting the creature itself. If it fails the saving throw it is effectively blinded until the spell ends or is dispelled.

You can't have more than three instances of this spell running at the same time. If you cast it again, your earliest-cast *continual light* spell that's still in effect ends.

At the end of every complete month the spell has been running, there is a 1 in 12 chance that the spell ends.

The arcane version of this spell cannot be reversed to create *continual darkness*.

DARKNESS, 15FT RADIUS

Arcane transmutation, level 2

RANGE	10ft/MU level
DURATION	1 turn + 1 round/ MU level
AREA OF EFFECT	15ft radius sphere
COMPONENTS	V, M
CASTING TIME	2 segments
SAVING THROW	See below

You create magical darkness, centred on a target location, which can be a creature, object, or even a location in thin air. You can eliminate the darkness at will. Light sources, including magical light such as from a glowing sword, do not illuminate the area affected by the spell, but an actual *light* spell may counteract this spell. Infravision does not work in the affected area.

Details

If your target is a light source, then the light is extinguished for the spell's duration but no additional magical darkness is created. The light source is simply cancelled.

The darkness is stationary, unless you cast it on a creature or object that moves (you cannot order the spell effect to move after casting).

If your target is a creature, then it can choose to roll a saving throw vs spells. The target creature applies its Dexterity save modifier, if it has one, to this saving throw. If it passes the saving throw, then your spell produces a stationary point of darkness in the air just behind your target creature, rather than affecting the creature itself.

DETECT EVIL

Arcane divination, level 2

RANGE	Caster
DURATION	5 rounds/MU level
AREA OF EFFECT	Path 10ft wide, 60ft long
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

This spell allows you to detect emanations of evil within the spell's area of effect, a beam-like pathway.

Details

The spell detects evil, not danger, so it will be useless to discover such things as a mindless trap or a poisoned wineglass. It will not detect a cursed item unless the nature of the curse is such that the cursed item becomes *inherently* evil.

REVERSIBLE AS DETECT GOOD:

DETECT GOOD

Arcane divination, level 2

RANGE	Caster
DURATION	5 rounds/MU level
AREA OF EFFECT	Path 10ft wide, 60ft long
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

This spell allows you to detect emanations of good alignment within the spell's area of effect, a beam-like pathway.

Details

The spell detects good alignment, not general benefits, so it will be useless to discover such things as a healing potion or magic item unless the magic item is inherently holy.

DETECT INVISIBILITY

Arcane divination, level 2

RANGE	Caster
DURATION	5 rounds/MU level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	None

This spell allows you to see things that are invisible or hidden, and also to see into the astral and ethereal planes.

Details

The spell's sight is limited to a path 10ft wide, with a length of 10ft/MU level

ESP

Arcane divination, level 2

RANGE	Caster
DURATION	1 round/MU level
AREA OF EFFECT	5ft radius/MU level, maximum 90ft
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	None

This spell allows you to overhear the surface thoughts of any thinking creature in the area of effect.

Details

You do not need to be able to see the creature whose thoughts you are reading; the spell can be used to listen beyond a closed door.

The spell cannot penetrate more than two feet of stone or more than two inches of any metal, and it is foiled by even a thin sheet of lead.

FOOL'S GOLD

Arcane transmutation, level 2

RANGE	10ft
DURATION	6 turns/MU level
AREA OF EFFECT	1 cubic foot/MU level
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	See below

You may use this spell to transmute roughly 2,000 copper coins (about a cubic foot) or a similar amount of another base metal *per caster level* into a metal that closely resembles gold.

Details

Anyone viewing this metal has a chance to notice that it is not truly gold. If the result of d20 plus the caster's level is equal to or less than the observer's intelligence, the fraud is detected (the GM may pick a representative number for creatures whose exact intelligence is not known, or roll a die).

By combining expensive material components with the spell, you can make it more likely that the gold will seem true.

There are mundane methods that give a chance to detect this very spell, such as striking the "gold" with cold iron (10% chance of changing the metal back). The GM will decide exactly what can be done to improve and detect this spell.

FORGET

Arcane enchantment, level 2

RANGE	30ft
DURATION	Instantaneous (see below)
AREA OF EFFECT	1–4 creatures in a 20ft square area
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	Negates effect

This extremely potent spell causes the victims to forget events of the immediate past. The spell obliterates memory of the last round plus one additional round per three caster levels.

Details

You decide which creatures in the spell's area to affect, and these must make saving throws or suffer the loss of memory. The number of creatures targeted affects the saving throw modifier.

You may designate 1–4 creatures as the targets of the spell. If one is targeted, the saving throw is made with a -2 penalty; if two are targeted, the penalty is -1; and if 3 or 4 creatures are targeted they suffer no penalty to the saving throw.

Lost memories can only be restored by *heal*, *restoration*, or *wish*; the spell's effect is not subject to being merely dispelled.

INVISIBILITY

Arcane illusion, level 2

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	None

When the words of this spell are completed, the recipient and all he or she carries fade from sight, becoming invisible. Even infravision cannot detect an invisible creature.

Details

The spell remains in effect until (1) the invisible creature attacks someone (including casting a spell that directly causes damage, such as a *fireball*), (2) the caster ends the spell, or (3) the magic is dispelled.

Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents.

Invisible creatures can see themselves, but the caster (unless they are one and the same) cannot.

The spell cannot be cast upon an unwilling subject.

FALSE TRAP

Arcane illusion, level 2

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	3 rounds
SAVING THROW	None

This spell weaves an illusion around an object, making it appear to any normal inspection (such as by a thief) that there is some kind of trap placed on it.

Details

Any examiner has an 80% chance of finding and believing the *false trap*.

For thieves, this likelihood decreases by 3% per level of experience.

If a thief attempts to remove the illusory trap, believing it to be real, there is only a 20% likelihood that the illusion will be dispelled or exposed by these efforts. In this case, the thief, seeing the illusion unchanged, will usually conclude that the attempt to remove the "trap" has failed.

Only one *false trap* may be placed within a 50ft radius, and if two items bearing this illusion come within 50ft of each other, both will be dispelled.

KNOCK

Arcane transmutation, level 2

RANGE	60ft
DURATION	See below
AREA OF EFFECT	10 square ft/MU level
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None

The powerful magic words of a *knock* spell open doors that are stuck, barred, locked, or even *wizard locked*. Chains (even those that are welded) and chests will also spring open under this spell.

Details

Doors that operate by gravity, such as portcullises, will not be opened by means of the spell.

If a door is secured by a number of devices, only two will be opened by the spell; a triple-locked door is proof against a single casting of this enchantment.

LEVITATE

Arcane transmutation, level 2

RANGE	20ft/MU level
DURATION	1 turn/MU level
AREA OF EFFECT	Caster or one creature
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	See below

This spell allows you to levitate yourself or another person, up to a maximum weight of 100 lbs/level. If you cast the spell on yourself, you can move vertically up or down at a rate of 20ft per round. If levitating someone else, the levitation rate is 10ft per round.

Details

If the target is willing to allow the spell, no saving throw is necessary.

The spell may be cast upon an unwilling enemy, but in this case the intended target is entitled to a saving throw. The spell does not allow any sort of horizontal movement (aerial agility level I), but it is possible for a levitated person to pull themselves along if there is something to grab, such as a wall.

LOCATE OBJECT

Arcane divination, level 2

RANGE	20ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	None

When this spell is cast, you visualise an object. This can be general ("a staircase") or specific ("my shield"). If an object fitting the description is in the pathway-shaped area of effect (usually the caster turns around in a circle once the spell is cast), you will learn the exact distance of the *nearest* object fitting the description. Once an object is located, the spell ends.

Details

Opaque materials don't interfere with the spell, so you can perceive a target object even through solid rock.

The target must be an object, not a creature or a place.

If there are several target objects within the area of effect, the spell only locates the nearest one. The spell doesn't locate objects unless they're on the same plane as you.

The spell tells you the object's location, but doesn't tell you anything about the terrain (or creatures) between you and the object. A high-level magic-user might detect an object that is several rooms and hallways distant, and the exact path required to reach the object's room will not be obvious.

You can't cast this spell unless you can visualise the target object. For the purposes of this spell, you can visualise the target object if you're familiar with all three of its form, function, and material.

You must concentrate on maintaining the spell. If your concentration is broken, the spell ends. See Section 2.1.4.4b for how this works.

MAGIC MOUTH

Arcane transmutation, level 2

RANGE	Touch
DURATION	Permanent until triggered
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	None

This spell is cast upon an object, so that when a set of particular conditions are met, a mouth appears in the object and speaks a specific message. The length of the message cannot exceed 25 words.

Details

You can set any condition for the appearance of the magic mouth, but your level limits the range at which the mouth can *detect* the triggering events. The mouth can "perceive" events at a range of 5ft/MU level, but cannot detect invisible creatures. It has no perceptions other than visual, although it does not actually see.

Obviously, a player cannot try to phrase conditions using game terms such as "hit dice," "class," "level," etc. but must use terms that would be familiar to the character.

MIRROR IMAGE

Arcane illusion, level 2

RANGE	Caster
DURATION	2 rounds/MU level
AREA OF EFFECT	6ft radius
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

The *mirror image* spell creates 1d4 phantasmal images of you, all mirroring your actions. The spell's 6ft radius also becomes slightly blurred to sight, like the reflection of a slightly distorted mirror. The combination of these two magical phenomena makes it impossible to distinguish the images from the real person without aid of a magical nature, such as *true seeing*.

If an opponent attempts to attack you while you are obscured by this spell, it is randomly determined whether the "to hit" roll is directed toward you or toward one of the images.

Details

When an opponent makes a successful hit against one of the images, the image breaks up and disappears (the others remain).

At the end of the spell's duration, the images fade from sight.

PYROTECHNICS

Arcane transmutation, level 2

RANGE	120ft
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

The *pyrotechnics* spell may be used to produce two entirely different effects: a bright display of fiery light or a massive pall of smoke. Both possible uses of the spell require an existing fire source (which may be anywhere in the spell's range), and the spell's area of effect depends on the size of the originating fire.

Details

- If the spell is used to produce fireworks, the flashing display will temporarily blind (for 1d4+1 rounds) all creatures in the area of effect and 120ft beyond—provided that the display is not obstructed from view, of course. The fireworks fill an area ten times the volume of the original fire source and persist for 1 segment/magic-user level.
- If the spell is used to produce smoke, a billowing cloud emanates from the fire source, obscuring vision beyond 20ft in an area 100 times the volume of the fire source. The smoke remains in place for 1 round per magic-user level of the caster.

Whatever fire is used as the spell's source is extinguished immediately as the spell is cast.

RAY OF ENFEEBLEMENT

Arcane enchantment, level 2

RANGE	10ft + 3ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	Negates effect

When you cast this spell, a ray of unpleasant and indescribable colour arcs from your hand to strike the chosen target. No attack roll is required to hit.

Details

If the target fails a saving throw, its strength and the effect of all attacks which are dependent upon strength are reduced by 25%.

Additionally, the amount of reduction is increased by 1%/caster level (to be rounded off in the case of lower-level magic users simply as a matter of convenience).

Thus, if an orc is struck with the *ray* by a level one magic user, the orc would lose 26% (rounded to 25%, at the option of the GM) of its strength. Its "to hit" rolls are not affected, but any damage it inflicts is reduced to 75% (or 74%) of the damage rolled (a good GM avoids minuscule calculations that might bog down the game).

A *ray of enfeeblement* may technically reduce the target's strength below the required minimum to qualify for a class, but its effects are too temporary to affect class choices (so an enfeebled paladin with a temporary strength of 8 retains paladinhood).

Any further effects of the reduced strength are determined by the GM.

ROPE TRICK

Arcane transmutation, level 2

RANGE	Touch
DURATION	2 turns/MU level
AREA OF EFFECT	One piece of rope
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	None

This spell enchants a rope, making one end into a portal to an extra-dimensional pocket of unreality opened by the spell. The rope rises in the air and then hangs, suspended by its connection to the extra-dimensional hideaway.

Details

Up to six medium-size people can climb up and hide in the extra-dimensional space (five, if the rope is to be pulled up and into the space as well). At the spell's expiration, the inhabitants or contents of the space will fall into normal reality if they have not already departed. True reality is visible through the portal, but cannot be affected from inside.

SCARE

Arcane enchantment, level 2

RANGE	10ft
DURATION	3d4 rounds
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	Negates effect

This spell causes terror in one targeted creature of less than 6th level or 6 HD.

Details

The target is entitled to a saving throw, which, if successful, allows it to shake off the spell's effect entirely.

If a creature fails the saving throw, it becomes almost entirely frozen with terror, unable to move from where it stands. If attacked, it will fight in its own defence, but it suffers a penalty of -1 to all attacks, damage, and saving throw rolls.

SHATTER

Arcane transmutation, level 2

RANGE	60ft
DURATION	Instantaneous
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	Yes (see below)

This spell causes the targeted item to shatter into pieces. The item is permitted a saving throw against a crushing blow to avoid destruction (see Table 1.6.4a: Item Saving Throws)

Details

The spell can affect objects of up to 10 lbs weight per magic-user level of the caster. Only brittle materials are affected by the spell (glass, earthenware, etc.).

Magic items are immune to the effects of this spell (potion *bottles* are not magical).

STINKING CLOUD

Arcane evocation, level 2

RANGE	30ft
DURATION	1 round/MU level
AREA OF EFFECT	20ft radius spherical cloud
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	See below

This spell creates a nauseating cloud of vapours to billow forth in a location you choose within range. All creatures caught within (or entering) the noxious cloud must make saving throws. Any creature failing to save will be completely unable to act for 1d4+1 rounds, falling to the ground retching and gagging (treated as stunned and staggered).

Details

A creature that succeeds in making the saving throw may move from within the cloud and be free of the effects after only one round of gasping fresh air (being treated as stunned during that one round). Even creatures that succeed in making a saving throw cannot do anything within the cloud other than to leave as fast as possible.

STRENGTH

Arcane transmutation, level 2

RANGE	Touch
DURATION	6 turns/MU level
AREA OF EFFECT	One person
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell increases a person's strength.

Details

This spell only affects creatures that are bipedal (human, demi-human, or humanoid-like) and size Medium or smaller.

The spell recipient's strength increases by 1d6, and members of the various fighter-type classes (fighters, rangers, paladins) gain a +1 to this roll.

If the spell is cast upon a monster (such as an orc), the GM is free to rule for convenience that the effect of the spell is to grant +1 to damage, and if the d6 roll is a 5 or 6, a +1 "to hit" as well.

WEB

Arcane evocation, level 2

RANGE	5ft/MU level
DURATION	2 turns/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	See below

This spell causes a mass of tough, sticky webs to appear, in any open spaces where the webs can be anchored on both sides (floor and ceiling, between walls, etc.), filling up to 16 five-foot squares (80ft x 80ft) up to 80ft in height.

Details

Any creature in the area of effect must make a saving throw at a penalty of -2.

No creature within the area of effect, whether a saving throw is made or not, can cast spells or attack until they escape the webs.

The effect of a successful saving throw depends upon how close the target is to the edge of the area of effect:

- If the creature is within five ft of the edge of the spell's area of effect, the creature has jumped free and is not affected by the web.
- If the creature is not within five ft of the edge and makes its save, that creature will be able to fight its way through the web at twice the speed

of a creature who failed the save (at a rate of 1ft per turn if its strength is less than 13) and will have no chance of suffocating.

Effect of a Failed Saving Throw:

- Any creature that fails its saving throw has a cumulative 5% chance of suffocating per turn until they escape.
- Creatures with a strength of less than 13 that fail the saving throw are trapped within the web and cannot move or act at all.
- Creatures with a strength of 13–17 are capable of moving through 1ft of webs per turn.
- Creatures with strength 18+ can move through the web at a rate of 10ft per turn
- Creatures such as dragons virtually ignore the webs, breaking through at a rate of 100ft per turn.

The strands of a *web* spell are very flammable. If they are ignited, fire will flash through the entire web, dealing 2d4 points of damage to all creatures within, and burning away the webs.

WIZARD LOCK

Arcane transmutation, level 2

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	A door or portal
COMPONENTS	V, S
CASTING TIME	2 segments
SAVING THROW	None

This spell holds a door or similar aperture closed, as if it were securely locked. The size limit on a portal to be locked is 30 square ft/magic-user level.

Details

The portal must be something that normally opens and closes, such as a door, gate, valve, or portcullis, and it must be closed for the spell to function.

A *wizard locked* portal can be battered apart, but will not open normally.

The spell may be negated by means of a *knock* or *dispel magic* spell.

1.8.5.3. THIRD LEVEL MAGIC-USER SPELLS

BLINK

Arcane transmutation, level 3

RANGE	Caster
DURATION	1 round/MU level
AREA OF EFFECT	Caster
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

For the duration of the spell, you teleport 2ft in a random direction, once per round. The segment in which you disappear and reappear is determined on 2d4, while the compass direction is rolled on a d8.

Details

In each round the spell functions, *during* and *after* the segment in which the teleportation occurs, the sudden change of location prevents any direct attacks upon you. You may only be attacked directly if the attack is made and completed *before* the blink takes place.

If the direction roll would result in your being teleported into a solid object, you blink a second time, for a distance of no more than 10ft. If this second blink also lands a solid object, the spell will end, trapping you in the ethereal plane of existence.

If you teleport both *from* and *into* an area which is affected by an area-of-effect spell, you suffer its effects (although you are entitled to any applicable saving throws).

The constant changes of location are disorienting: you have a 25% chance of failing at attempts to (1) cast spells, (2) use most magic items, or (3) take any action beyond making physical attacks.

CLAIRAUDIENCE

Arcane divination, level 3

RANGE	Caster
DURATION	1 round/MU level
AREA OF EFFECT	6ft radius around target point
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

Clairaudience allows you to eavesdrop magically upon a particular location, hearing (but not seeing) what is happening there. There is no effective limit to the spell's range, but the location must either be *familiar* to you (you have been there before) or be *obvious*, such as the top floor inside a tower you can see, or just beyond a dungeon door.

Details

The spell cannot penetrate metal; sheets of any type of metal between you and the target area will prevent you from being able to scry upon the area.

You can hear sounds in a 6ft radius of the spell's focal point.

The spell cannot be used to scry across planes of existence; it is limited to locations in the same plane in which it is cast.

CLAIRVOYANCE

Arcane divination, level 3

RANGE	Caster
DURATION	1 round/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

Clairvoyance, together with *clairaudience*, is one of the classic "scrying" spells—spells that allow the caster to extend his or her perception and senses far into the distance to spy upon enemies and scout locations. *Clairvoyance* is a means of seeing (but not hearing) events in a distant location. There is no effective limit to the spell's range, but the location must either be *familiar* to you (you have been there before) or be *obvious*, such as the top floor inside a tower you can see, or just beyond a dungeon door.

Details

The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the magic user from being able to scry upon the area.

If the area is dark, you can see in a 10ft radius of the spell's focal point as if the area were illuminated. Infravision does not boost the spell because you are not seeing with your physical eyes.

If the area is not dark, you can see as if you were standing at the spell's focal point, for a normal distance but in all directions at once (the vision is in your mind's eye).

The spell cannot be used to scry across planes of existence; it is limited to locations in the same plane in which it is cast.

DISPEL MAGIC

Arcane abjuration, level 3

RANGE	120ft
DURATION	Permanent
AREA OF EFFECT	30ft cube
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

When you cast this spell, magical effects in the area of effect are removed or suppressed. The target point for the spell's effect centre may be a creature, object, place, or point in space within the spell's range.

Details

Gods, demigods, artifacts, relics, and other things of equivalent power aren't affected by this spell.

Psychic or psionic powers aren't magical effects and aren't affected by this spell.

When you finish casting this spell, if the area of effect contains any ongoing magical effects caused by a spell that you personally have cast, then these end. If a creature within the area of effect is *casting* a spell, then that spell is interrupted.

Then, for each dispellable magical effect within the affected area, the GM rolls a d100—in secret, if the GM so wishes.

Your base chance of successfully dispelling each effect depends on caster level, both yours and that of the caster of the magic to be dispelled. Your caster level is the number of levels you have in the magic-user class. The target's caster level is the number of levels the caster has in the class they used to cast the spell. If the target is a potion or scroll, then its caster level is 12, unless it couldn't have been created by a 12th level caster, in which case its caster level is the minimum level to create it. **Example:** a scroll of Time Stop is caster level 18.

- If your caster level is the same or higher than the target's caster level, then your chance of success is 50%, plus 5% (five percent) for each level of the difference.
- If your caster level is lower than the target's caster level, then your chance of success is 50%, minus 2% (two percent) for each level of the difference.

For each magical effect that's dispelled:

Spells whose area of effect is wholly within the dispel magic's area of effect end. This includes innate spell-like powers used by creatures or cast from magic items.

If a spell effect is only partly overlapped by the dispel magic, then spell doesn't end, but the part within the dispel magic's area of effect is suppressed for 1 hour.

Potions and scrolls are denatured. Potions become inert, harmless liquids. Scrolls become blank pages.

Other magic items' powers (weapons, armour, and other such permanent magic items) are suppressed for 1 round. For that round only, they become non-magical items.

Constructs, elementals, golems, or magically summoned creatures within the area of effect aren't banished or suppressed, but they could temporarily lose the power to use spells or innate spell-like powers. **Example:** a fire elemental's burning touch would still do fire damage, but an efreet couldn't use its spells or spell-like powers. Affected spells or spell-like powers return after 1d6 combat rounds.

EXPLOSIVE RUNES

Arcane transmutation, level 3

RANGE	Touch
DURATION	Permanent until triggered
AREA OF EFFECT	One object
CASTING TIME	3 segments
SAVING THROW	See below

This spell creates a magical trap in the form of traceries and sigils placed upon a piece of writing that create a magical detonation when they are read. You and any other magic user with whom you share the secret pattern of the runes can read the protected document or book without danger.

Details

When the runes are read, the resulting explosion causes 6d4+6 points of fire damage (half with a successful saving throw) to any creature within a 10ft radius.

The reader of the runes does not receive a saving throw.

It is possible to detect the presence of *explosive runes* without detonating them: a magic user has a 5% chance per level to notice their presence, and a thief has a 1% chance per level.

You can erase the runes at will. Otherwise, only a *dispel magic* or similar enchantment will remove the runes before they are triggered.

Note that the item upon which the runes are scribed, if it is not resistant to fire, will undoubtedly be destroyed when the runes detonate.

FEIGN DEATH

Arcane necromancy, level 3

RANGE	Touch
DURATION	6 rounds + 1 round/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None; willing recipient only

This spell magically slows the recipient's metabolism. It is impossible to tell that they aren't actually dead.

Details

The recipient can hear, smell, and think, but the senses of touch and sight no longer function.

Damage caused to the pseudo-corpse is reduced by one half, and the spell's recipient will not even know that the damage has been caused—potentially a dangerous situation.

A person under the influence of this spell is not subject to level draining by the undead and will not be affected by poisons until the spell wears off or is otherwise removed.

You can remove the catalepsy at will, and the spell is subject to being dispelled.

FIREBALL

Arcane evocation, level 3

RANGE	100ft + 10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	Volume of a 20ft radius sphere (see below)
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	Yes (Half damage)

This spell creates a massive explosion of magical fire at the targeted point. The fireball detonates with a low roar, causing 1d6 points of fire damage *per caster's magic-user level* to all creatures within the area of effect. Creatures making successful saving throws suffer only half the indicated damage.

Details

When you cast the spell, a bead of light streaks from your pointed finger to the target area, and if it strikes another object directly in its path the fireball will detonate immediately.

The blast fills the entire volume of the spell radius, and if it is cast into an enclosed area smaller than the area of effect the flames will expand from this area until the spell's full volume has been reached. The volume of a 20ft radius sphere is approximately 33,500 cubic ft, and there are 1,000 cubic ft in a 10ft × 10ft × 10ft area, so in an area with a 10ft ceiling the *fireball* will fill approximately thirty-three 10ft × 10ft squares.

If a fireball explodes in the middle of a corridor 10ft wide and 10ft high, the blast will extend a staggering 165ft in both directions. It is quite possible, particularly in dungeoneering environments, for you to be caught in the backblast of your own *fireball* spell.

The flames do not create any significant change in air pressure, but the furnace-like heat causes all items in the blast area to make saving throws against magical fire or ignite (or, in the case of metals, melt).

FLAME ARROW

Arcane evocation, level 3

RANGE	Touch
DURATION	1 segment/MU level
AREA OF EFFECT	Arrows or bolts
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

By means of this spell, you can enchant one arrow per segment, causing it to burst into normal flame. Each arrow causes 1 hp of fire damage in addition to its normal damage. The arrows (or crossbow bolts) will burn up in one round, so they must be shot before this time.

Details

The enchanted arrows have no bonus to hit, but the enchantment allows them to hit a creature that can be damaged only by +1 magical weapons, even if the target creature is also immune to fire. Against creatures immune to non-magical weapons, the arrow inflicts its full piercing damage, not just the fire damage.

FLY

Arcane transmutation, level 3

RANGE	Touch
DURATION	6 turns/MU level + 1d6 turns
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell grants the power of flight with aerial agility level V to one creature you touch (including yourself).

Details

The base movement rate for flight is 120ft per round, with the base speed being doubled when diving, halved when climbing.

The GM *secretly* rolls a 1d6 to determine how much time the spell will last after the base 6 turns/level duration expires. Since it's a secret roll, you don't know exactly how long the spell will last. Be careful!

GUST OF WIND

Arcane evocation, level 3

RANGE	Nil
DURATION	1 segment
AREA OF EFFECT	10ft wide path, 10ft long/MU level
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

Hand outstretched in the final somatic gesture of this spell, you summon forth a powerful blast of air, forceful enough to blow out unprotected flames smaller than a campfire.

Details

Shielded small flames have a high chance of being extinguished (5% per caster level).

Large flames (campfire or greater) are not extinguished but will flare back as far as 1d6 feet.

The wind is strong enough to hurl a tiny or small flying creature backwards by 1d6×10ft. Medium sized flying creatures cannot move forward into the wind, but can hold their place. Larger creatures are not affected.

HASTE

Arcane transmutation, level 3

RANGE	60ft
DURATION	3 rounds + 1 round/MU level
AREA OF EFFECT	1 creature/MU level in a 40ft × 40ft area
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None (willing targets only)

This spell allows creatures in the targeted area to move with preternatural speed, moving and attacking at twice the normal rate. The rate of spell casting cannot be increased, only movement and attack.

Details

Within the area of effect, creatures closest to you are affected first if your level is not high enough to affect all creatures in the area.

This spell ages the creatures on which it is cast by 2 years, which is a *major* disadvantage.

HOLD PERSON

Arcane enchantment, level 3

RANGE	120ft
DURATION	2 rounds/MU level
AREA OF EFFECT	Up to 4 creatures of your choice within the range
COMPONENTS	V
CASTING TIME	3 segments
SAVING THROW	Yes (see below)

The selected creatures must make a saving throw against spells or be paralysed for the spell's duration. The difficulty of the saving throw depends on the number of creatures targeted (see below).

Details

Creatures aren't affected if they are not bipedal (human, demi-human, or humanoid-like) and size Medium or smaller.

An affected creature is allowed a saving throw vs spells. The target creature applies its Wisdom save modifier, if it has one, to this saving throw. There's a further modifier that depends on how many creatures you chose to affect:

- If you chose to affect only one creature, it saves at -3.
- If you chose to affect two creatures, they save at -1.
- If you chose to affect three or four creatures, each makes the saving throw with no penalty.

Held creatures can't move their voluntary muscles, but their hearts keep beating and they can choose to continue to breathe. If the creature has a psychic or psionic power that it can use without moving any voluntary muscles, then it can still use that power.

COMBAT EFFECTS

This is a reminder about the rules applicable to paralyzed creatures, so the word "you" applies to everyone, not just to the caster of the spell. *Held* creatures are physically helpless. If you're holding a hand weapon and not in melee, then you can use your hand weapon to automatically kill one *held* creature each round. If you're not in melee and you're holding a rope, chain, or other means of binding, then instead of attacking, you can bind one *held* creature each round.

In some cases (if you are still in melee with others, have multiple attacks, or if your objective is to cast a touch spell) you might choose to make normal attacks rather than the automatic kill approach. If you attack a *held* creature with a weapon attack, unarmed attack, or touch spell, then you always hit it unless you choose to miss. When you hit it with a weapon attack or unarmed attack, you can choose to inflict the maximum possible damage instead of rolling it, and if every creature you're attacking is *held*, then your number of attacks this round is doubled.

INFRAVISION

Arcane transmutation, level 3

RANGE	Touch
DURATION	12 turns + 6 turns/ MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell grants you or a creature you touch with the ability to see in the dark, perceiving variations of heat in the infrared spectrum. The range of this vision is 60ft.

Details

Lamps and other light sources tend to spoil the effects of infravision.

Note: Infravision does not allow you to detect invisibility.

INVISIBILITY, 10FT RADIUS

Arcane illusion, level 3

RANGE	Touch
DURATION	See below
AREA OF EFFECT	All creatures within a 10ft radius
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None (willing target only)

This spell operates as does the *invisibility* spell, but affects all willing creatures within 10ft of the touched creature at the time the final words of the spell are uttered. As the caster, you can remain visible, if you choose, by being an "unwilling subject".

Details

If the creature upon which the spell was cast makes an attack (including casting a spell that directly causes damage, such as a *fireball*), the attack negates the invisibility of *all* the others.

However, if one of the creatures affected by the spell's radius (not the direct recipient) attacks, the invisibility only of that one creature is negated thereby.

In order to remain invisible, those who were made invisible by virtue of the spell's radius must remain within 10ft of the creature upon whom the spell is centred. All creatures affected can see each other.

Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents.

LEOMONDO'S TINY HUT

Arcane transmutation, level 3

RANGE	Nil
DURATION	6 turns/MU level
AREA OF EFFECT	5ft radius sphere
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell causes a bubble of magical force to form around you, providing protection from the elements for you and anyone who can fit into the protected area.

Details

The field extends through solid substances if necessary, providing a complete sphere of protection. When you cast it on the ground, the sphere will thus appear to be a hemisphere, with half of it beneath the ground. The field's outside surface is not transparent and is usually a dark amber colour, but anyone inside the sphere can see through to the outside as if the force field did not exist.

The spell provides protection against inclement winds and temperature within a certain range, but offers no protection against attacks from outside. Anyone can pass into and out of the hut, and up to 6 medium-sized or 8 small creatures can shelter inside with you. If you leave the hut, the spell ends.

Inside the hut, the inhabitants will not feel winds of up to 50 mph, which are completely blocked by the bubble of force, but if the wind reaches gale force of 50 mph the *tiny hut* will be shredded into oblivion. The temperature inside the hut remains at a pleasant 70˚ Fahrenheit for so long as the outside temperature remains in a range from 0˚ to 100˚. For every degree of outside temperature beyond this range, the temperature inside the hut will rise or fall accordingly from 70˚. You may illuminate the inside of the hut with a dim, ambient light that will not, of course, show to the outside.

LIGHTNING BOLT

Arcane evocation, level 3

RANGE	40ft + 10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	Yes (Half damage)

You unleash a bolt of lightning from the spell's point of origin, which may be as far away from you as the spell's maximum range.

The direction of the bolt follows the line from you to the origin point. Even though the bolt starts at the origin point, it still follows a line directly away from you. The bolt itself (the area of effect) may extend beyond the spell's range.

Details

The bolt deals 1d6 points of electrical damage *per magic-user level* to all creatures standing in the bolt's area of effect (see below). Creatures that make successful saving throws suffer half damage.

At your option, the area of effect may be either a branching, forking maelstrom of electricity 10ft wide and 40ft long, or it may be a concentrated blast 5ft wide and 80ft long. The length of the bolt itself is not affected by your level, only the range at which you may cause the bolt to originate.

Free-standing items and items held or worn by a creature who fails the saving throw must make an item saving throw vs. lightning or be destroyed.

If the bolt strikes an object that does not conduct electricity, such as a stone wall, it will be deflected backward toward the caster (potentially inflicting a second shock upon those in the target area). The length of a deflected bolt is not increased; the bolt only rebounds for the distance remaining in its original area of effect.

MONSTER SUMMONING I

Arcane conjuration/summoning, level 3

RANGE	30ft
DURATION	2 rounds + 1 round/MU level
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

By casting this spell, you conjure up 2d4 monsters to serve you as allies in combat or to perform other services. Technically, this spell is a conjuration: the monsters appear from thin air within 1d4 rounds of the spell's completed casting.

Details

If you are in combat, the monsters will fight on your behalf, attacking whatever foes you direct, or guarding you. For more complex tasks, you must somehow have the ability to communicate these more specific commands.

The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described in the following table:

MONSTER SUMMONING I RESULTS (MAGIC USER LEVEL 3)

D6	MONSTER SUMMONED
1	Rat, giant
2	Goblin
3	Hobgoblin
4	Kobold
5	Orc
6	Demon, Manis

PHANTASMAL FORCE

Arcane illusion, level 3

RANGE	80ft + 10ft/MU level
DURATION	See below
AREA OF EFFECT	80 squareft + 10 square ft/MU level
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	See below

This extremely flexible spell allows you to craft a visual illusion of virtually anything that can fit within the spell's area of effect. The spell creates no sound whatsoever. You must maintain your concentration upon the illusion, or it will evaporate, but while concentrating you are able to make the illusion move and respond to events.

The illusion is dispelled if it is struck with a blow, a falling person, etc.

Details

There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real.

If the observer doubts the reality of the illusion, they are permitted a saving throw to see the illusion for what it really is.

If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Note that the spell relies purely on a visual effect; it will have no effect upon a creature that does not see it. Furthermore, the lack of any audible component can make certain illusions completely non-credible. An explosion, for example, is not likely to be believed by anyone if it creates no sound. Various methods may be used by the GM to determine if an NPC or monster believes the effect of a phantasmal force, common sense being the first thing to consider. A player who takes care to craft a believable illusion should be rewarded for skilful use of the spell, not forced into a table of random results.

PROTECTION FROM EVIL, 10FT RADIUS

Arcane abjuration, level 3

RANGE	Touch
DURATION	2 rounds/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

You can cast this spell on another willing creature or on yourself. This spell creates an invisible barrier against evil and summoned creatures, with a radius of 10ft around the protected creature. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *evil creatures*. Creatures that are *both* evil and conjured, such as demons, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, or on an object, or a place.

A creature can only be affected by one instance of this spell at a time, and if the creature is already warded by the first level divine spell *protection from evil*, then this spell doesn't affect it.

1. ***Evil Creatures.*** Creatures that have an evil alignment must take a penalty of -2 on their attack rolls into the warded area. Anyone in the warded area may add +2 to any saving throws that are caused by an evil creature (or an effect it causes, such as a spell).
2. ***Evil Effects (these are rare).*** Effects that the rules specifically describe as evil, fiendish, demonic, or devilish allow a +2 to saving throws.
3. ***Conjured and Summoned Creatures.*** All conjured or summoned creatures *regardless of alignment* cannot attack into the warded area by touch (claws, teeth, etc.). However, they are *not* subject to the penalties described in (1) unless they are actually evil. **Example:** a djinni is a summoned creature, and thus cannot reach into the warded area. However, since it is not evilly-aligned, it can attack with a weapon (if it is long enough) with no penalty.

REVERSIBLE AS PROTECTION FROM GOOD, 10FT RADIUS

PROTECTION FROM GOOD, 10FT RADIUS

Arcane abjuration, level 3

RANGE	Touch
DURATION	2 rounds/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

You can cast this spell on another willing creature or on yourself. This spell creates an invisible barrier against good-aligned and summoned creatures, with a radius of 10ft around the creature you touch. The spell completely prevents any direct touch attack by a *summoned or conjured creature*, and provides penalties on attacks and spells by *good-aligned creatures*. Creatures that are *both* good-aligned and conjured, such as a djinni, suffer both types of penalties from the ward, but many creatures are only affected by one type of penalty.

Details

You can't cast this spell on a hostile creature, or on an object, or a place.

A creature can only be affected by one instance of this spell at a time, and if the creature is already warded by the first level divine spell *protection from good*, then this spell doesn't affect it.

1. ***Good Creatures.*** Creatures that have a good alignment must take a penalty of -2 on their attack rolls into the warded area. Anyone in the warded area may add +2 to any saving throws that are caused by a good creature (or an effect it causes, such as a spell).
2. ***Good Effects (these are rare).*** Effects that the rules specifically describe as "holy" allow a +2 to saving throws.
3. ***Conjured and Summoned Creatures.*** All conjured or summoned creatures *regardless of alignment* cannot attack into the warded area by touch (claws, teeth, etc.). However, they are *not* subject to the penalties described in (1) unless they are actually good-aligned. **Example:** an efreeti is a summoned creature, and thus cannot reach into the warded area. However, since it is not good-aligned, it can attack with a weapon (if it is long enough) with no penalty.

PROTECTION FROM NORMAL MISSILES

Arcane abjuration, level 3

RANGE	Touch
DURATION	1 turn/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

The target of this spell is protected from missile weapons.

Details

The spell completely protects the subject from non-magical arrows, bolts, thrown weapons, and similar projectiles.

Larger missiles hurled by siege engines such as catapults and ballistae, and magical arrows or bolts, have their damage reduced by 1 hit point per die.

The spell conveys no protection whatsoever against spells, including spells with missile-like qualities such as *fireball* or *ray of enfeeblement*.

SLOW

Arcane transmutation, level 3

RANGE	90ft + 10ft/MU level
DURATION	3 rounds + 1 round/MU level
AREA OF EFFECT	1 creature/MU level in a 40ft × 40ft area
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell acts upon its targets to slow down their movements, and it can be used to negate the effects of a *haste* spell.

Details

A creature affected by a *slow* spell can only move at half normal speed and attack at half its normal rate.

The spell may be cast upon up to 1 creature/caster level, but all must be within the area of the spell's area of effect at the time of casting.

If more than one *slow* spell is cast upon the same subject, the effects of the two spells will be cumulative.

SUGGESTION

Arcane enchantment, level 3

RANGE	30ft
DURATION	6 turns + 6 turns/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, M
CASTING TIME	3 segments
SAVING THROW	Negates effect

This spell allows you to make a factual suggestion or suggest a course of action to the target creature. If the creature fails a saving throw, it adopts and follows the suggestion.

Details

The suggestion must be made as soon as the casting time is completed; duration applies to the length of time the creature follows the suggestion.

You can make a factual suggestion ("These are not the halflings you seek"), suggest a course of action ("Don't mention you saw us"), or make a combination of both.

Even a victim who has failed a saving throw against the spell will not undertake a course of action that is unreasonable, but the experienced caster can easily phrase his or her requests in such a way as to avoid this problem. **Example:** No creature will leap off a cliff for no reason; but the caster might "need to scout the bottom of a chasm" and promise to cast a *feather fall* spell, or hand the victim a "magical" torch that supposedly permits the power of flight.

The creature to be influenced must be able to hear and understand the language spoken by the caster.

TONGUES

Arcane transmutation, level 3

RANGE	Nil
DURATION	1 round/MU level
AREA OF EFFECT	30ft radius
COMPONENTS	V, M
CASTING TIME	3 segments
SAVING THROW	None

Within the radius established by this spell, you (you only), will be able to speak and understand any verbal language, including alignment tongues.

Details

Note that the spell's area of effect does not move with you.

Only you can hear the magical translation when other creatures speak, and only if the words are spoken within the area of effect. Everyone within the area of effect can hear the magical translation of your words.

Only spoken words are affected. Writing, and non-verbal communication such as hand signals, are not.

Creatures only understand you if they naturally speak at least one language.

REVERSIBLE AS BABBLE:

BABBLE

Arcane transmutation, level 3

RANGE	Nil
DURATION	1 round/MU level
AREA OF EFFECT	30ft radius
COMPONENTS	V, M
CASTING TIME	3 segments
SAVING THROW	None

This spell makes any verbal communication impossible for any person (not just the caster) in the spell's area, or it may be used to cancel out the effects of the *tongues* spell (whether cast by a cleric or by a magic-user).

Details

Although spoken words become meaningless in the area of effect, creatures can still gesture, write, and otherwise communicate.

Note: Creatures in the area of effect can't cast spells that have a verbal component until the spell ends.

WATER BREATHING

Arcane transmutation, level 3

RANGE	Touch
DURATION	3 turns/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell grants the ability to breathe underwater while the spell lasts. The recipient does not lose the ability to breathe air.

REVERSIBLE AS AIR BREATHING:

AIR BREATHING

Arcane transmutation, level 3

RANGE	Touch
DURATION	3 turns/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	3 segments
SAVING THROW	None

This spell allows a water-breathing creature to breathe air for the spell's duration. The recipient does not lose the ability to breathe underwater.

1.8.5.4. FOURTH LEVEL MAGIC-USER SPELLS

CHARM MONSTER

Arcane Enchantment, level 4

RANGE	60ft
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	Negates effect

This spell causes the target (or targets) to view you as a trusted friend, if they fail a saving throw vs. spells.

Details

The spell only affects one hit die category (from the table below) per casting.

Example: if ten orcs (<1 to 1+ HD) are in the spell's range, along with a bugbear (3 to 3+ category) you will have to decide whether to target the orcs or the bugbear. If you chose to target the orcs, you would roll 2d4. If the result of the die roll were a 4, then 4 orcs would need to make saving throws. If there are ten kobolds and an orc in range, these are all in the same hit die category (<1 to 1+). However, the weakest creature type in the category is affected first, just as the *sleep* spell works.

If the target creature fails a saving throw, it will view you as a trusted friend, interpreting your every word in its most positive light. Charmed creatures will place themselves into moderate danger, including combat, on your behalf, but will not undertake risks beyond those the creature might ordinarily take. You must be able to talk to the charmed creature if you want to make any sort of complex "request".

Charmed creatures are allowed periodic saving throws to break the charm, based on their hit dice:

HIT DICE OF MONSTERS	NUMBER POTENTIALLY AFFECTED	CHANCE/WEEK TO BREAK ENCHANTMENT
<1 to 1+	2d4	5%
2 to 2+	1d4	10%
3 to 3+	1d2	15%
4 to 4+	1	25%
5 to 5+	1	35%
6 to 6+	1	45%
7 to 7+	1	60%
8 to 8+	1	75%
9+	1	90%

The distinction between this spell and the weaker *charm person* is that this spell affects any creature, not just "persons."

CONFUSION

Arcane enchantment, level 4

RANGE	120ft
DURATION	2 rounds + 1 round/MU level
AREA OF EFFECT	Up to 60ft × 60ft
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	See below

This spell causes creatures to behave strangely and unpredictably. A certain number of creatures in the spell's area of effect *when the spell is cast* must make a saving throw each round in order to avoid becoming confused. The effect persists after they leave the area of effect until the spell's duration expires.

Details

The base number of creatures affected by the spell is 2d8, but additional creatures may be affected. Take the hit dice of the strongest creature in the area of effect, and compare it to your magic-user level. If your magic-user level is higher by any number, add that number to the base 2d4, and if it is lower, subtract it. The result is the maximum number of creatures in the area of effect that must make a saving throw. If there are more creatures in the area than this, the ones closest to the caster are affected first.

All saving throws are made with a penalty of -2.

A saving throw is made for each creature each round unless they "meander away," which continues for a full turn but probably takes them out of the area of effect during that time.

A creature that succeeds at the saving throw but stays in the area of effect must continue to make saving throws each round until the spell ends.

Creatures that fail their saving throws act randomly. Roll 1d100 for each creature:

D100	EFFECT
01–10	Attacks you or your allies (but not with spells)
11–20	Acts normally
21–50	Babbles incoherently and takes no action
51–70	Meanders away from you for a full turn at normal speed
71–00	Attacks nearest creature regardless of allegiance

DIG

Arcane evocation, level 4

RANGE	30ft
DURATION	1 round/MU level
AREA OF EFFECT	5ft cube/MU level
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	See below

This spell causes dirt to begin piling out from the ground, digging a hole with tremendous speed. The excavation proceeds at a rate of one 5 x 5ft cube per round, as earth boils out of the area you indicate, landing at the edges of the pit.

Details

If the spell is cast directly beneath a creature, the creature will fall in without any possibility of a saving throw.

Creatures at the edge of the pit have some likelihood of falling in; they must roll lower than their dexterity score on a d20 to avoid sliding into the sudden maelstrom of moving earth.

A creature moving toward the pit during the first round in which digging begins must make a saving throw vs spells or fall into the hole.

The spell can be used to excavate in dirt, sand, or mud, but not rock.

Note that if the pit is taken deeper than 5ft, there is a chance that it will collapse in on itself (roughly 25%, adjusted by the GM for the type of material being dug).

DIMENSION DOOR

Arcane transmutation, level 4

RANGE	Caster
DURATION	See below
AREA OF EFFECT	Caster
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None

Dimension door is a weak form of teleportation, more controllable than *blink*, but severely limited in range. The teleportation is limited to 30ft per caster level.

Details

Unlike *blink*, a *dimension door* spell operates with perfect accuracy, either to a place you can see or clearly visualise, or in response to directions (**example:** "120ft forward and 30ft to the right"). If your directions land you inside a solid object, you are stunned and trapped in the astral plane, held in a sort of suspended animation for eternity unless rescued.

The spell is subject to a maximum weight limit of 500 lbs of additional weight, with each pound of living matter counting for twice its actual weight.

Recovery from the experience of this form of teleportation is not immediate, although it is quite rapid. You cannot act for a period of 6 combat segments following the transition.

ENCHANTED WEAPON

Arcane transmutation, level 4

RANGE	Touch
DURATION	5 rounds/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	
SAVING THROW	None

With a touch of your hand, you create a weak and temporary enchantment upon a full-sized weapon, or upon two smaller weapons such as arrows, bolts, or daggers.

Details

The enchantment lends no bonus to hit or on damage, but may be used to strike creatures that are immune to damage from non-magical weapons.

If the enchanted weapon is an arrow or other type of ammunition, the enchantment ends when the weapon hits successfully. A melee weapon remains enchanted for the duration.

EXTENSION I

Arcane transmutation, level 4

RANGE	Caster
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V
CASTING TIME	2 segments
SAVING THROW	None

This spell lengthens the duration of another spell (level 1-3) that you have previously cast by 50%.

Details

The previous spell must still be active, and may only be of level 1, 2, or 3.

The additional duration on the spell is calculated by 50% of the spell's stated duration, not the time remaining.

FEAR

Arcane illusion, level 4

RANGE	Nil
DURATION	See below
AREA OF EFFECT	Cone, 60ft long, 5ft at origin, 30ft diameter at terminus
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	Negates effect

This spell causes utter panic in the creatures exposed to the cone-shaped emanation of phantasmal terror you throw forth. If any creature, of any level or hit dice, fails its saving throw against the spell, it will move away from you as fast as possible, for as many rounds as you have levels in the magic-user class.

Details

There is a base 60% chance for a creature to drop whatever it is holding (immediately upon failing the saving throw), but this is reduced by 5% per HD (or level) of the panicked creature.

FIRE CHARM

Arcane enchantment, level 4

RANGE	10ft
DURATION	2 rounds/MU level
AREA OF EFFECT	15ft radius around fire
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	Yes (see below)

This spell transforms an existing fire into a powerful mental trap.

Details

Any creature within the spell's area of effect that even glances at the fire must make a saving throw vs spells or be entranced by the dancing flames. Entranced creatures do not take any actions.

While entranced, the creature becomes susceptible to your words, in the same manner as with a *suggestion* spell. A second saving throw is allowed against the suggestion, with a penalty of -3 to the second saving throw. The second saving throw is only against the suggestion effect; success does not free the creature from staring into the flames for the spell's duration.

You can make a factual suggestion ("These are not the halflings you seek"), suggest a course of action ("Don't mention you saw us"), or make a combination of both.

Even a victim who has failed the second saving throw and believes the suggestion will not undertake a course of action that is unreasonable. However, you can phrase requests in such a way as to avoid this problem. **Example:** No creature will leap off a cliff for no reason; but the caster might "need to scout the bottom of a chasm" and promise to cast a *feather fall* spell, or hand the victim a "magical" torch that supposedly permits the power of flight.

The creature to be influenced must be able to hear and understand the language you speak.

The enchantment will be broken if the entranced creature can no longer see the flames or if it is attacked.

FIRE SHIELD

Arcane evocation, level 4

RANGE	Caster
DURATION	2 rounds + 1 round/MU level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

Pale flames envelope you, giving you certain protection against either fire- or cold-based attacks, depending upon whether you choose to wreath yourself in cold flame or hot flame. Anyone making a melee attack on the caster will inflict normal damage on the caster, but the attacker also takes damage: twice as much as inflicted. The spell has other effects depending in whether you chose to cast hot flame or cold flame for the shield.

Details

Cold Flame

Cold flame grants you a +2 bonus on any saving throw vs fire damage.

If the fire attack does not allow a saving throw, you may make a saving throw for half damage.

If the fire attack allows a saving throw for half damage and you succeed, you take no damage.

If you fail a saving throw against a *cold based* attack while wreathed in cold flame, however, you suffer twice the normal damage.

Hot Flame

- Hot flame grants you a +2 bonus on any saving throw vs cold damage.
- If the cold attack does not allow a saving throw, you may make a saving throw for half damage.
- If the cold attack allows a saving throw for half damage and you succeed, you take no damage.
- If you fail a saving throw against a *fire based* attack while wreathed in hot flame, however, you suffer twice the normal damage.

FIRE TRAP

Arcane evocation, level 4

RANGE	Touch
DURATION	Permanent until triggered
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	3 rounds
SAVING THROW	Yes (Half damage)

This spell enchants any item that can be opened or closed with a magical trap. When the item is opened by any person other than you, magical fire explodes in a 5ft radius around the *fire trapped* object, causing 1d4 (plus 1 per magic-user level) hit points of fire damage to all creatures in this area. A successful saving throw indicates half damage.

Details

The item upon which this spell is cast suffers no damage from the explosion.

Detecting a *fire trap* is extraordinarily difficult; attempts to find traps are reduced by one-half in efficacy if the trap is a *fire trap*, and the trap will detonate if an attempt to remove traps fails.

FUMBLE

Arcane enchantment, level 4

RANGE	10ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	Yes (Lessened effect)

This enchantment causes intense clumsiness in the affected creature. Attempting to run will result in an immediate fall to a prone position, and anything held in hand (or claw, etc.) will be dropped.

Details

A successful saving throw allows the affected creature to act as if under the influence of a *slow* spell in order to avoid the spell's full effects.

HALLUCINATORY TERRAIN

Arcane illusion, level 4

RANGE	20ft/MU level
DURATION	See below
AREA OF EFFECT	10ft × 10ft square/ MU level
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell masks the true appearance of an area, making it appear as something else. A road can be made to appear as a river, a forest can be made to appear as a ravine, etc.

Details

The spell's effect remains until some intelligent being touches the area (or until it is dispelled). The spell is particularly useful for hiding pits, or making cliff edges seem to extend more than they actually do, but it has many other useful applications for the creative player.

ICE STORM

Arcane evocation, level 4

RANGE	10ft/MU level
DURATION	1 round
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

You may evoke one of two different forms of ice storm with this spell: a hailstorm or a sleet storm.

Details

The hailstorm is a vicious barrage of huge hailstones that pound into a 40ft × 40ft area, throwing up bits of shrapnel-like ice fragments as the hail shatters. Any creature within the area suffers 3d10 hit points of damage with no saving throw.

The sleet storm is a maelstrom of frozen rain in an 80ft × 80ft area, blinding all creatures in the area of effect and making the footing so slippery that all movement is cut by 50%. There is also a 50% probability that any creature attempting to move while in the sleet storm will slip and fall prone.

MASSMORPH

Arcane illusion, level 4

RANGE	10ft/MU level
DURATION	See below
AREA OF EFFECT	10ft × 10ft square/ MU level
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None (willing creatures only)

This spell causes creatures of medium size or smaller to appear like an innocent grove of trees to any observers. Up to 10 creatures may be enchanted in this manner.

Details

The illusion is so powerful that it is maintained even if the massmorphed creatures are touched. The "tree's" reaction to being stabbed or hacked at is fairly likely to indicate that it is no normal tree, of course, although the illusion is not actually dispelled by a successful attack. The illusion persists until the caster dies or dismisses it (or it is dispelled).

MINOR GLOBE OF INVULNERABILITY

Arcane abjuration, level 4

RANGE	Nil
DURATION	1 round/MU level
AREA OF EFFECT	5ft radius sphere
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

A globe of eldritch power forms around you, preventing all spells of third or lower level from penetrating or affecting the inside of the globe. Once cast, the globe does not move.

Details

Spells may be cast from within the globe.

Dispel magic, if cast upon the globe, will destroy it.

Multiple people can fit inside the globe, roughly 6 medium sized or 8 small sized.

MONSTER SUMMONING II

Arcane conjuration/summoning, level 4

RANGE	40ft
DURATION	3 rounds + 1 round/MU level
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

By casting this spell, you conjure up 1d6 monsters to serve you as allies in combat or to perform other services. Technically, this spell is a conjuration: the monsters appear from thin air within 1d4 rounds of the spell's completed casting.

Details

If you are in combat, the monsters will fight on your behalf, attacking whatever foes you direct, or guarding you. For more complex tasks, you must somehow have the ability to communicate these more specific commands.

The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described in the following table:

MONSTER SUMMONING II RESULTS (MAGIC USER LEVEL 4)

D6	MONSTER SUMMONED
1	Centipede, giant
2	Devil, lemure
3	Gnoll
4	Stirge
5	Toad, giant
6	Troglodyte

PLANT GROWTH

Arcane transmutation, level 4

RANGE	10ft/MU level
DURATION	Permanent
AREA OF EFFECT	10ft × 10ft square/ MU level
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	None

This spell causes plants and vines to grow with unbelievable speed, forming a tangled barrier of thick vegetation.

Details

The enchantment may be dispelled, or the plants cleared by normal means. Chopping a way through the barrier is possible, but movement is restricted to 10ft/turn (20ft for size L creatures).

There must be some sort of plants already growing in the area of effect, even if they are sparse. The spell does not *create* plants, it just causes them to grow.

POLYMORPH OTHER

Arcane transmutation, level 4

RANGE	5ft/MU level
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	Yes (see below)

This spell transforms the victim into another type of creature; a person might be changed into a newt, or a newt into a dragon, for example.

Details

The saving throw against this spell is Petrifaction/Polymorph, not Spells.

Such a transformation can, in rare cases, be fatal. If the spell's target is successfully transformed, it must make a system shock test against its constitution or die (see Table 1.1.4a: "Constitution").

Moreover, there is a base 100% likelihood that the transformed creature will lose its memories and former identity in the change, becoming, for all intents and purposes, the creature into which it was transformed (intelligence cannot be increased by virtue of such a transformation, however).

For every intelligence point (pre-transformation) of the transformed creature, the base chance is reduced by 5%, and there is a further +/-5% alteration for each level (or HD) by which the original form's level (or HD) differs from that of the new form. This check is made on a daily basis, so such a transformation will, eventually, become inevitable according to the laws of chance if the transformed creature is not magically brought back to its original form.

A transformed creature retains its former hit points, but otherwise assumes all the physical characteristics of the new form immediately. The transformation may be dispelled, but the second change of shape will necessitate another system shock check.

POLYMORPH SELF

Arcane transmutation, level 4

RANGE	Caster
DURATION	2 turns/MU level
AREA OF EFFECT	Caster
COMPONENTS	V
CASTING TIME	3 segments
SAVING THROW	None

This spell enables you to cloak yourself in the physical shape of another creature, and to continue shape-shifting at will for the length of the spell's duration. The transformation is of an entirely lesser order than that of *polymorph other*, incurring no risk of a system shock or of truly becoming the transformed creature.

Details

Changing from one shape to another requires only 30 seconds (5 segments), and when the you return to your original form (ending the spell) you are healed of 1d12 points of any damage inflicted against the polymorphed forms you assumed.

You can polymorph into forms no smaller than a songbird and no heavier than 2,000 lbs.

Only the movement capabilities of the new form can be used, not its attacks, defences, or other abilities. Thus, you can transform yourself into a lion, and run as fast as a lion, but your claws don't inflict more damage than human fists. Similarly, if you transform into a dragon (maybe a small one, due to the weight limit), you will have the dragon's ability to fly but no breath weapon. As an orc, you would be able to use whatever weapons you can use in your original shape, but would lack infravision.

You retain your own hit points and whatever armour class you had when you transformed (including the effects of armour, if any).

RARIT'S MNEMONIC ENHANCEMENT

Arcane transmutation, level 4

RANGE	Caster
DURATION	24 hours
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell enhances your precision of memory, allowing you to retain up to three additional spell levels in your mind (3 first level, 1 first and one second level, or 1 third level).

Details

The spell may be used during memorisation to "create" additional spell slots, or may be used to hold onto the memory of a spell you have just cast. In the second case, you would have to cast the *mnemonic enhancement* immediately after casting the spell you wish to retain in memory.

The spell components are expensive, costing at least 100 gp, and might not be available in rural communities.

REMOVE CURSE

Arcane abjuration, level 4

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	See below

This spell ends one curse that has been placed on the targeted creature, object, or place.

Details

Curses inflicted by gods, demigods, artifacts, or relics aren't affected by this spell.

This spell doesn't cure vampirism or lycanthropy.

If the target is a creature, then a curse on it ends. If there are several curses, then you can choose which one ends.

If the target is a cursed object, then the curse on it doesn't end, but a creature that's holding the cursed object is allowed to drop the item and be free of it.

REVERSIBLE AS BESTOW CURSE:

BESTOW CURSE

Divine conjuration, level 3

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	1 creature
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	See below

This spell places a curse on the targeted creature.

Details

A creature can only be affected by one instance of this spell at a time.

Some good-aligned religions ban their clerics from casting this spell. Others allow their clerics to cast it only at times of great need.

When this spell takes effect, roll 1d8 to see which curse is bestowed on your target creature.

The curse remains until it is removed by *remove curse*, *dispelled*, or revoked by the caster.

Optional rule: Various other curses are possible.

ROLL	EFFECT
1-4	One of the creature's ability scores is reduced to 3.
5-6	Affected creature must take a penalty of -4 on its attack rolls and saving throws.
7-8	Affected creature becomes clumsy. At the start of each round, there's a 50% chance it'll drop each object that it's holding. If it isn't holding each object, then at the start of each round, there's a 50% chance that it can't act that round.

WALL OF FIRE

Arcane evocation, level 4

RANGE	60ft
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

You may evoke a *wall of fire* in one of two shapes: a wall or a ring. The size of a straight wall is up to one 20ft (height and length) square per caster level. A ring has a radius of up to 10ft + 3ft per caster level (with the caster in the centre) and is 20ft high. If you manifest the spell as a wall, the effect is stationary. The ring-shaped configuration moves with the caster.

Details

One side of the wall of fire emits the searing heat one would expect, but the other side emits merely a gentle warmth.

- Passing through the flames inflicts 2d6 fire damage + 1hp/magic-user level.
- Creatures as far as 10ft from the hot side of the wall incur 1d6 hit points of fire damage
- Creatures as far as 20ft from the hot side are burned for 1d3 points of fire damage.

The wall persists for as long as you concentrate upon it, or, if you do not choose to maintain concentration, will remain for 1 round/magic-user level. You can end the spell at any time.

WALL OF ICE

Arcane evocation, level 4

RANGE	10ft/MU level
DURATION	1 turn/MU level
AREA OF EFFECT	Wall, area 100 square ft/level, 10ft thick/level
COMPONENTS	V, S, M
CASTING TIME	4 segments
SAVING THROW	None

A *wall of ice* spell creates a huge wall of ice, with a front face of up to 100 square ft per level. Its exact dimensions are adjustable by the caster.

Details

Example Dimensions: If the wall is cast by a 20th level caster, the dimensions of the wall could be any combination of dimensions that multiply to equal 2,000 squareft. The wall might be 10ft high and 200ft long, or 5ft high and 400ft long, or 20ft high and 100ft long, etc. The thickness of the wall cannot be affected by the caster; it is always 10ft.

The wall need not be cast so that it is attached to anything, and it can even be cast in the air to fall upon opponents, doing 3d10 points of damage in the area where it falls.

The wall cannot be used to "entomb" an opponent; it pushes people aside as it forms.

Breaking through the ice with a melee weapon causes 2 hit points of damage from ice shards per inch of thickness, and can be broken out at a rate of 10ft per round.

Normal fire has no measurable effect upon the wall, but magical fire (and dragon fire) will melt through it in one round (causing a massive cloud of water vapour to form and linger for a full turn, obscuring vision by 50%).

WIZARD EYE

Arcane transmutation, level 4

RANGE	Caster
DURATION	1 round/MU level
AREA OF EFFECT	Magical eye
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

The *wizard eye* is a scrying spell allowing you to create a material (but invisible) visual organ that transmits whatever it sees into your mind. It floats through the air, moving as you direct it to.

Details

The eye has infravision with a range of 100ft and can see at a distance of 600ft in normal lighting.

The eye travels at a rate of 30ft per round if it is not scrutinising its surroundings closely, but can proceed no faster than 10ft per round if it is examining floors, ceilings, and walls.

You can detect secret doors through the eye as per your normal chance to do so, but cannot look through the eye with any special vision the magic user has (magical lenses, for example), because the eye's vision is limited to its own sensory capabilities.

The eye cannot pass through solid substances, but it can move through a hole no more than an inch in diameter.

1.8.5.5. FIFTH LEVEL MAGIC-USER SPELLS

AIRY WATER

Arcane transmutation, level 5

RANGE	Caster
DURATION	1 turn/MU level
AREA OF EFFECT	10ft radius sphere or 20ft radius hemisphere
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell transforms water or other non-magical liquids into a bubble of air in the area surrounding you. The bubble has the same density as water and will not support you in the water; you will sink or float as normal, surrounded by the bubble's atmosphere.

Details

The oxygen content of the air in the bubble does not run out until the spell expires.

ANIMAL GROWTH

Arcane transmutation, level 5

RANGE	60ft
DURATION	1 round/MU level
AREA OF EFFECT	Up to 8 animals in a 20ft square area
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell causes up to 8 animals in the area of effect to grow to twice normal size, doubling their hit dice and the damage they inflict.

Details

The spell does not influence the animals' attitude toward you, so it is advisable to ensure ahead of time that they are friendly.

Creatures with magical abilities are not affected by this spell, which affects only ordinary creatures and giant versions of them. Humans, demi-humans, and humanoids are not considered animals.

REVERSIBLE AS REDUCE ANIMAL

REDUCE ANIMAL

Arcane transmutation, level 5

RANGE	60ft
DURATION	1 round/MU level
AREA OF EFFECT	Up to 8 animals in a 20ft square area
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell causes up to 8 animals in the area of effect to shrink to half normal size, halving their hit dice and the damage they inflict.

Details

The spell does not influence the animals' attitude toward you, but if they are hostile, at least they are a lot smaller than they were.

Creatures with magical abilities are not affected by this spell, which affects only ordinary creatures and giant versions of them. Humans, demi-humans, and humanoids are not considered animals.

ANIMATE DEAD

Arcane necromancy, level 5

RANGE	10ft
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

When the spell is cast, a certain number of dead bodies (depending on your level and the number of bodies available) are animated to serve you. The undead are either skeletons or zombies depending on the level of decomposition. Larger undead can be created, but this reduces the number of bodies the spell can affect (see below).

Details

The undead creatures obey your simple verbal commands. They understand your words in any language as long as it is spoken aloud. Control cannot be delegated (you cannot tell the undead to follow someone else's orders, although you can tell them specifically what to do when another person says something).

You can't animate a corpse that's already undead.

When the undead haven't been commanded, they do nothing. They don't experience pain or fear and have no sense of self-preservation, and while doing nothing, they don't defend themselves against attacks.

The affected undead can only understand commands if they're issued loud and clear, completely unambiguous, and don't involve deduction, interpretation or reasoning. For example, they would understand "Attack the elf in the blue robe", but they wouldn't understand "Attack the wizard", because identifying the said elf as a wizard involves too much deduction. If there were two elves in blue robes, then the undead would do nothing because the command is ambiguous.

The affected undead can't perceive creatures that are more than 60ft away from them.

If you haven't given the undead a command, they do nothing. After they've completed a command, they do nothing until commanded again. If you don't issue a command to them for 7 consecutive days, they become free-willed skeletons or zombies. Free-willed skeletons or zombies defend themselves against attacks, and typically attack any living creatures larger than an insect that they can perceive. Over time, they tend to migrate towards dark places and places where evil deeds have been done.

Monster Type

- Corpses of humans, demi-humans and humanoids rise as *zombies*, or as *skele-*

tons if their bones are mostly exposed. They fight as standard zombies or skeletons. They can use hand weapons if they have them. Zombies lack the manual dexterity to use bows, crossbows, or slings, but can use thrown weapons if they have them. Skeletons can use missile weapons without restriction.

- Corpses of creatures that are roughly human-sized, but not human-like in shape, rise as *animal skeletons* or *animal zombies*. They can't use weapons, and they can only move by walking. So for example, even if you raise winged beings as skeletons or zombies, they can't fly.
- Corpses of creatures that are human-like in shape, but larger than human size, rise as *mighty skeletons* or zombies. These stronger creatures have the hit dice they had in life. **Example:** if you raise the zombie of an ogre, it has 4 hit dice, and if you raise the zombie of a stone giant, it has 9 hit dice. Each additional hit dice counts as a "corpse" in this spell's area of effect, so if you have 9 levels in the cleric class, you could raise the zombie of a hill giant (8 hit dice) and one other human-sized creature.
- If a corpse is *both* larger than human-sized and unlike a human in shape, then you can't animate it using this spell. **Example:** this spell isn't powerful enough to animate a dragon skeleton.

BICCBY'S INTERPOSING HAND

Arcane evocation, level 5

RANGE	10ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	Magical disembodied hand
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell creates a magical hand with the same number of hit points as your (uninjured) hit points. You can cause the hand to be as small as your own, or as large as a shield. You select a foe, and the hand places itself between you and that particular enemy, moving so rapidly that it cannot be avoided. It is strong enough to hold back any creature weighing 200 lbs or less, and will slow heavier opponents to half movement.

Details

The movement rates of opponents of truly massive size (such as dragons) will be adjudicated by the GM, either being slowed by a quarter movement rate or pushing the hand aside entirely.

CLOUDKILL

Arcane evocation, level 5

RANGE	10ft
DURATION	1 round/MU level
AREA OF EFFECT	Cloud 40ft wide, 20ft high, 20ft deep
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	See below

This spell calls forth a poisonous cloud of roiling vapour, heavier than air, which moves along the ground (or into holes) at a movement rate of 10ft/round.

Details

The eldritch poison of the cloud causes death to anyone failing (or not receiving) a saving throw. The saving throw is made against *poison*, not against spells.

- Creatures with fewer than 4+1 HD do not receive a saving throw. They die.
- Creatures with 4+1 HD up to 5+1 HD are allowed a saving throw at -4.
- Creatures of 5+2 up to 6 HD must make a normal saving throw.

The spell is affected normally by winds, although it magically avoids rolling back over the caster under any circumstances. It is dispersed in 4 rounds by a strong wind, and by thick growths of vegetation if it rolls through these for a distance of 20ft.

Creatures that are immune to poison are not affected.

CONE OF COLD

Arcane evocation, level 5

RANGE	Nil
DURATION	Instantaneous
AREA OF EFFECT	Cone 5ft long per level, 1ft radius at base per level
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	Yes (Half damage)

A *cone of cold* is a blast of magical cold originating from the caster's outstretched hand. The cone inflicts 1d4+1 hit points per level of the caster.

Details

All unprotected items (not held or worn by someone who makes a saving throw) in the area of effect may be destroyed if they fail item saving throws against Cold (Magical).

CONJURE ELEMENTAL

Arcane conjuration/summoning, level 5

RANGE	60ft
DURATION	1 turn/MU level
AREA OF EFFECT	Elemental creature
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

By means of this spell, you call an elemental being from the plane of air, fire, earth or water to do your bidding. The particular form of elemental to be summoned is a part of the spell's incantation, so you must specify the type of elemental when you memorise the spell.

Details

You exert control over the elemental by concentrating upon it, and if your concentration is broken, you lose control of the elemental. The elemental does not depart until the duration of the spell ends, and you cannot dismiss it before that time unless it is under your control.

Your ability to control the elemental is limited to 30ft. If the elemental leaves that radius it is not freed, but you can't give it orders.

There is a 1 in 20 chance per round (after the second round of the spell) that the elemental will break free of your control even if you are concentrating upon maintaining it.

If the elemental breaks free of your control or if you cease to concentrate upon it, it will seek to attack you as soon as it can finish any combat in which it is involved. You can, of course, avail yourself of protections against an elemental such as the use of a magic circle or a *protection from evil* spell.

The material component for this spell is a large quantity of the appropriate elemental substance.

CONTACT OTHER PLANE

Arcane divination, level 5

RANGE	Caster
DURATION	See below
AREA OF EFFECT	Caster
COMPONENTS	V
CASTING TIME	1 turn
SAVING THROW	None

You separate your mind from the rational reality of the material plane, accepting the fundamental contradictions of extra-planar realities, and make contact with the powers of the beyond. By means of this contact, you can gain “yes or no” answers to the questions you pose. One question may be asked per 2 caster levels. You decide how deeply you wish to probe into the realities beyond the material (unless you are contacting an elemental plane for information about that same plane).

Details

The difficulty of the mental task is measured in terms of how many fundamental contradictions of reality you can assimilate and simultaneously juggle in your mind. The price of failure is insanity.

Exception: Contacting an elemental plane provides a 90% chance that the being contacted will have the knowledge you seek, if you are asking about that particular elemental plane.

There is a 25% chance that the information you receive is wrong, misunderstood, or couched in such inherently contradictory language that it cannot be understood. If you seek information about the material plane or non-elemental planes, you must delve into the fundamental contradictions of extra-planar metaphysics, described on the following table:

NUMBER OF FUNDAMENTAL METAPHYSICAL CONTRADICTIONS (SELECTED BY THE CASTER)	LIKELIHOOD THAT THE KNOWLEDGE IS AVAILABLE AT THIS LEVEL OF METAPHYSICAL ABSTRACTION	LIKELIHOOD THAT THE INTERPRETATION OF THE INFORMATION GLEANS THE WRONG RESULT	CHANCE OF INSANITY (REDUCED BY 5% PER POINT OF INTELLIGENCE OVER 15)
1	60%	35%	5%
2	65%	33%	10%
3	70%	30%	15%
4	75%	27%	20%
5	80%	25%	25%
6	85%	22%	30%
7	90%	19%	35%
8	95%	15%	40%
9	98%	10%	50%

If you are driven insane by what you learn or by a simple mental breakdown, the insanity lasts 1d10 weeks, and there is a 1% chance that you will die at the end of this period if the insanity is not removed (by a *remove curse* spell, *wish*, etc.).

DISTANCE DISTORTION

Arcane transmutation, level 5

RANGE	10ft/MU level
DURATION	1 turn/MU level
AREA OF EFFECT	100 square ft/MU level
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell is cast with a summoned earth elemental as its focus. When the casting is completed, the earth elemental disperses into the substance of the earth as directed, where it creates a dimensional distortion in the spell’s area of effect. Travel through the distorted area takes twice as long (and seems twice as far) as it should, or seems half as long and takes half the normal travel time (determined by the caster when casting the spell).

Details

You must already have an earth elemental summoned before you cast this spell.

Casting the spell causes the elemental to become fascinated, and you will not lose control over it while casting, although you cannot give instructions to the elemental while casting.

The area of effect does radiate magic, slightly, and the reality will be perceived by true seeing (although the travel time will still be altered even for those who know that the distance is distorted). Otherwise, the spell is utterly undetectable.

EXTENSION II

Arcane transmutation, level 5

RANGE	Caster
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V
CASTING TIME	4 segments
SAVING THROW	None

This spell lengthens the duration of another spell (level 1-4) that you have previously cast by 50%.

Details

The previous spell must still be active, and may only be of level 1, 2, 3, or 4.

The additional duration on the spell is calculated by 50% of the spell's stated duration, not the time remaining.

FEEBLEMIND

Arcane enchantment, level 5

RANGE	10ft/level
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	Yes (see below)

The insidious *feeblemind* spell affects only those who can cast spells**.** If the victim fails the saving throw, they are reduced to the intellect of a child until the spell is removed by a *heal*, *wish*, or *restoration* spell.

Details

The different types of spell casting ability are not equally vulnerable to the *feeblemind* spell.

- Clerics and users of divine magic gain a bonus of +1 to saving throws.
- Druids and users of druidic magic have a -1 penalty to the saving throw.
- Magic-users and illusionists (and users of arcane or phantasmal magic) have a -4 penalty to the saving throw.
- Those who can use more than one type of magic must save using the average of their modifiers.

HOLD MONSTER

Arcane enchantment, level 5

RANGE	5ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	1 to 4 creatures
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	See below

A hold monster spell completely immobilises up to four creatures of any kind for the spell's duration.

Details

You decide how many creatures you will target with the spell:

- If there is only one target, the saving throw is made at -3
- If there are two targets, each makes the saving throw at -1
- If there are three or four targets, each makes its saving throw with no penalty.

If a magic item or spell operates partially to negate the effects of paralysis, failure on the saving throw will have the effect of a *slow* spell rather than completely immobilising the target.

Held creatures can't move their voluntary muscles, but their hearts keep beating and they can choose to continue to breathe. If the creature has a psychic or psionic power that it can use without moving any voluntary muscles, then it can still use that power.

COMBAT EFFECTS

This is a reminder about the rules applicable to paralyzed creatures, so the word "you" applies to everyone, not just to the caster of the spell. *Held* creatures are physically helpless. If you're holding a hand weapon and not in melee, then you can use your hand weapon to automatically kill one *held* creature each round. If you're not in melee and you're holding a rope, chain, or other means of binding, then instead of attacking, you can bind one *held* creature each round.

In some cases (if you are still in melee with others, have multiple attacks, of if your objective is to cast a touch spell) you might choose to make normal attacks rather than the automatic kill approach. If you attack a *held* creature with a weapon attack, unarmed attack, or touch spell, then you always hit it unless you choose to miss. When you hit it with a weapon attack or unarmed attack, you can choose to inflict the maximum possible damage instead of rolling it, and if every creature you're attacking is *held*, then your number of attacks this round is doubled.

LEOMONDO'S SECRET CHEST

Arcane transmutation, level 5

RANGE	See below
DURATION	60 days
AREA OF EFFECT	One chest or box, 12 cubic ft
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell allows you to shift a magically-crafted treasure chest into the ethereal plane, where it will be safe from those who might seek to steal your possessions.

Details

The chest itself must be crafted of the finest materials in order to support the spell's magic, and it will cost a minimum of 5,000 gp to have a craftsman or craftsmen build it, together with a second, miniature copy.

When you cast the spell, one hand upon the chest and one upon the miniature, the chest disappears into the ethereal plane, together with its contents. These contents may be up to one cubic foot of material per caster level (and no more than this) regardless of the chest's actual volume.

If the chest contains any living matter, there is a 75% chance that the spell will completely fail, although if it should succeed, the living creature will be imprisoned in the ethereal plane until freed.

You (and only you) can use the miniature chest to pull the larger one from the ether wherever you might be. You don't need to travel back to where you transferred the chest into another plane.

It is possible, although not likely, that some ethereal creature or ethereal traveller might happen upon the chest while it is in the ethereal plane. So long as the chest remains in the ethereal plane, you will still be able to retrieve it (although it may have been looted). No creature on the material plane has any chance using any magic known to humanity to locate a *secret chest* that has been hidden in the ethereal plane by means of this spell.

After the spell duration expires, there is a cumulative 1 in 20 chance per day that the spell's link to the chest will fail, and the chest will be irrecoverable.

MAGIC JAR

Arcane transmutation, level 5

RANGE	10ft/MU level
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	See below

This risky spell allows you to transfer your mind into the body of another creature, trapping the other creature's soul in a gem (of not less than 100 gp value) that is the material component of the spell and becomes the magic jar.

Details

After casting, to accomplish the transfer of souls, you first have to trap your own life essence in the jar prior to the transfer.

When you try to take control of the other creature, it is allowed a saving throw (with a complicated modifier described below). If the saving throw succeeds, causing the transfer of souls to fail, your soul remains trapped in the magic jar until you can take over a host or otherwise escape. Escaping is easy if your own physical body is still within 10ft of the jar; you can return to your own body at will (it takes one round to complete the transition). If your body has been moved or destroyed, you will probably have to take over a different body.

The caster can make successive attempts to take over the same host, but no more than one per round. The spell's range applies to two matters; when you first transfer your own life essence into the jar, your body must be within the spell's range of the jar. The range also limits the distance at which your soul may later escape from the jar and into another body. After your soul moves into the jar, your physical body becomes inert and lifeless.

Saving Throw Modifier: Add the target's intelligence and wisdom scores together, and do the same for yourself. Subtract your total from the target's. This gives you a positive or a negative number (or a zero). Divide that number by 3, rounding fractions down. This is the modifier on the target's saving throw.

Possessed Creature Escaping the Magic Jar: As above, add the target's intelligence and wisdom scores together, and do the same for yourself. Subtract your total from the target's. This gives you a positive or a negative number (or a zero).

- If the difference is 4 or less in favour of the caster, or is in favour of the possessed creature, the creature can attempt a new saving throw every round.
- If the difference is from 5 to 8 in the caster's favour, one saving throw is permitted per turn.
- If the difference is 9 to 12 in the caster's favour, the saving throw is made once per day.
- if the difference is 13+ in the caster's favour, the saving throw can only be made once per week.

Important Note: Although *your* escape range from the magic jar is only 10ft, a creature you trapped can escape back to its own body (swapping places with you) with unlimited range.

While your soul is in the magic jar waiting to possess another body, you can sense creatures beyond the jar, but not their nature.

The jar may be moved from its original location, but not, obviously, by the caster.

When you possess another body, you gain complete control of its movement and acquire any memories that the body might reflexively recall (how to fly, fight with claws, use innate magical powers, etc).

You do not gain any knowledge from the creature's mind, such as languages known or the location of a lair, for the mind is trapped in the magic jar.

You retain your own mind while possessing the other body, so if the body possesses the correct physical attributes you can continue to cast your spells from within the new body.

MONSTER SUMMONING III

Arcane conjuration/summoning, level 5

RANGE	50ft
DURATION	4 rounds + 1 round/MU level
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

By casting this spell, you conjure up 1d4 monsters to serve you as allies in combat or to perform other services. Technically, this spell is a conjuration: the monsters appear from thin air within 1d4 rounds of the spell's completed casting.

Details

If you are in combat, the monsters will fight on your behalf, attacking whatever foes you direct, or guarding you. For more complex tasks, you must somehow have the ability to communicate these more specific commands.

The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described in the following table:

MONSTER SUMMONING III RESULTS (MAGIC USER LEVEL 5)

D10	MONSTER SUMMONED
1	Beetle, giant boring
2	Bugbear
3	Gelatinous Cube
4	Ghoul
5	Lizard, giant
6	Lycanthrope, wererat
7	Ogre
8	Spider, huge
9	Spider, large
10	Weasel, giant

MURKENVAIN'S FAITHFUL HOUND

Arcane conjuration/summoning, level 5

RANGE	10ft
DURATION	2 rounds/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell summons an invisible watchdog to guard an area. The "hound" is invisible to all but the caster, who may order it to keep watch over a particular area. The area must be close to you; if you move more than 30ft from the area the "hound" is guarding, it returns to the spirit realm.

Details

The "hound" can detect virtually any creature that enters the area: it can detect invisibility (which includes creatures on the astral and ethereal planes), can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area.

If any creature larger than a cat or small dog enters the area, the "hound" begins baying with an echoing, supernatural bark. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 HD for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit.

The "hound" cannot be harmed by any means other than by dispelling it.

These spirits don't look like dogs. Most magic-users who can cast the spell avoid the topic of what the "hounds" actually look like.

PASSWALL

Arcane transmutation, level 5

RANGE	30ft
DURATION	6 turns + 1 turn/MU level
AREA OF EFFECT	Passage 5ft wide, 10ft high, and 10ft long
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

By means of a *passwall* spell, you create an inter-dimensional opening through any non-metallic material, allowing anyone to simply walk directly into the hillside or through a wall.

Details

More than one spell may be used in succession to create longer passages.

The inside of the passageway is still a part of the material plane; the inter-dimensional warping of space simply acts to "remove" the material through which the passage is created.

STONE SHAPE

Arcane transmutation, level 5

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	1 cubic ft/level
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell allows you to mould stone by the power of your will, shaping it into whatever object or form you desire, from a weapon to a sculpture to an ornate stone footstool.

Details

Whether used to decorate your wizard's tower with gargoyles or to make an escape hole from a stone prison, this spell is extremely versatile and useful.

TELEKINESIS

Arcane transmutation, level 5

RANGE	10ft/MU level
DURATION	2 rounds + 1 round/MU level
AREA OF EFFECT	25 lbs/MU level
COMPONENTS	V, S
CASTING TIME	5 segments
SAVING THROW	None

This spell allows you to move objects without touching them, by the power of your mind (up to a weight limit of 25 lbs per level).

Details

An object can be accelerated to a deadly velocity over the course of a few minutes with this spell. The base speed is 20ft/round, but the caster can double this speed every round (to 40ft, then 80ft, then 160ft) to a maximum of 102,400ft/round (1,706ft/second). For every 2,000ft/round that an object is travelling, it will sustain (and cause) 1d6 damage if it strikes another object.

The spell allows an object to be moved in any direction, horizontally or vertically.

TELEPORT

Arcane transmutation, level 5

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	250 lbs + 150/MU level over 10th
COMPONENTS	V
CASTING TIME	2 segments
SAVING THROW	None

The *teleport* spell permits you to transport yourself, and any additional weight you can bring (which can include touched creatures), instantly from one place to another. You must be familiar with the destination (see below), but there is no effective range to the spell. The spell does not permit travel to other planes.

Details

To see how well the teleportation works, the player rolls 1d100 and consults the table.

FAMILIARITY	ON TARGET	OFF TARGET	SIMILAR AREA	MISHAP
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–96	97–100
Viewed once	01–76	77–88	89–98	99–100
False destination	(1d20+80)	—	81–92	93–100

Refer to the following information for definitions of the terms contained in table:

Familiarity: "Very familiar" is a place where you have been very often and feel at home. "Studied carefully" is a place you know well, either because you can currently see it, have been there often, or have used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "False destination" is a place that does not truly exist, or if you are teleporting to an otherwise familiar location that no longer exists as such, or has been so completely altered as to no longer be considered "familiar."

When travelling to a false destination, the player rolls 1d20+80 on the table rather than rolling d%, as there is no real destination.

On Target: You appear in the correct location.

Off Target: You appear safely, but a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10% of the distance that was to be travelled. The direction off target is determined randomly (using a d8 for compass points).

Similar Area: You wind up in an area that is visually or thematically (depending on how you identified it while casting) similar to the target area. It is possible (25% chance) that this result will indicate that the correct location has been reached but that the caster and party will arrive too high, falling 1ft to 100ft unless there is means to arrest the fall. If the party arrives too high and the result would entomb them in a solid surface, they die instantly. Generally, you will appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails.

Mishap: You and anyone else teleporting with you arrive *beneath* the destination point, causing instant death if the area is solid.

TRANSMUTE ROCK TO MUD

Arcane transmutation, level 5

RANGE	10ft/MU level
DURATION	See below
AREA OF EFFECT	20ft cube/MU level
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell transforms solid rock into mud, with the volume depending on your level.

Details

Any volume of mud will sink until its depth is equal to about one half the pool's diameter.

If this spell is cast upon a ceiling, the resulting volume of mud will immediately collapse, possibly trapping or suffocating those caught beneath. Similarly, if a floor is turned to mud, creatures standing in the area will sink and may be trapped.

If *dispel magic* is cast upon the mud before it eventually dries into dirt, the mud will return to stone, but it does not return to its original shape (so the duration isn't *exactly* "instantaneous" but it is close).

REVERSIBLE AS TRANSMUTE MUD TO ROCK:

TRANSMUTE MUD TO ROCK

Arcane transmutation, level 5

RANGE	10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	20ft cube/MU level
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell transforms mud into sandstone or a similar sedimentary rock.

WALL OF FORCE

Arcane evocation, level 5

RANGE	30ft
DURATION	1 turn +1 turn/MU level
AREA OF EFFECT	20ft square/MU level
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

This spell creates a barrier of magical power, invisible but virtually impervious to all attacks, which blocks almost anything from passing through it.

Details

The wall is completely unaffected by physical attacks and spells (including *dispel magic*), and all forms of energy, such as electricity, heat, and cold.

The only way actually to destroy a wall of force is with a *disintegrate* spell, although you can dispel it at any time.

The wall remains in place even if the ground beneath it is destroyed or transformed, hanging magically in place where it was evoked.

WALL OF IRON

Arcane evocation, level 5

RANGE	5ft/level
DURATION	Permanent
AREA OF EFFECT	15ft × 15ft square/ MU level
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

By casting this spell, you create a sheet of solid iron wall, one quarter of an inch thick per caster level, in “squares” of 15 x 15ft/caster level.

Details

The configuration of the square footage is determined by you, but it must be rectangular.

Example: A level 10 magic-user can create a wall that is 2250 square feet (15 x 15 x 10th level). So, this might be configured as 150ft long and 15ft tall (2.5 inches thick), 225ft long and 10ft tall (still 2.5 inches thick), or any other rectangular dimension that totals to 2250 square feet.

The wall must be vertical if it is created upon the ground, but may be created horizontally in the air, falling to crush whatever is beneath.

The wall is natural iron and can be affected by rust or transmutations, but its existence is magical, allowing it to be dispelled.

WALL OF STONE

Arcane Evocation, level 5

RANGE	5ft/MU level
DURATION	Permanent
AREA OF EFFECT	20ft × 20ft square/ MU level
COMPONENTS	V, S, M
CASTING TIME	5 segments
SAVING THROW	None

When the spell is completed, a wall of stone grows from existing stone formations. In order for the spell to succeed, there must be existing rock large enough to serve as the anchor on each side of the wall. The wall itself is one quarter of an inch thick for each level of the magic user and has a vertical area of up to 20ft × 20ft per caster level.

Details

No rock from the foundation is consumed; the wall’s stone is created from nothing, but needs existing rock from which to emerge and with which to meld.

The wall need not be vertical, but must be anchored—a bridge is a good example of a way to create and use a horizontal wall of stone.

The wall may be dispelled, but otherwise it has all the characteristics of natural stone.

1.8.5.6. SIXTH LEVEL MAGIC-USER SPELLS

ANTI-MAGIC SHELL

Arcane abjuration, level 6

RANGE	Caster
DURATION	1 turn/MU level
AREA OF EFFECT	5ft radius/level globe
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

This spell creates a bubble of space around you in which magic does not function. Spell effects do not enter or function within the shell, providing you (and anyone inside the bubble) with complete protection from gaze attacks, hostile spells, and even the entrance of conjured or summoned creatures into the vicinity.

Details

The drawback of an *anti-magic shell,* of course, is that you cannot cast spells or use magic items while inside. Magic weapons, armour, and the like do not have any bonuses or abilities while inside the shell.

The *anti-magic shell* moves with you, whether you want it to or not. You can dispel it at any time.

BICCBY’S FORCEFUL HAND

Arcane evocation, level 6

RANGE	10ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell creates a powerful, magical hand similar to that of the magic-user spell *Biccby’s interposing hand*. Unlike the *interposing hand*, the *forceful hand* can push opponents or objects directly away from you.

Details

The hand can move a creature weighing 500 lbs or less at a rate of 10ft/round.

It reduces the speed of a creature between 500 and 2,000 lbs to no greater than 10ft/round

it slows the movement of creatures heavier than 2,000 lbs but smaller than 8,000 lbs to one-half.

Creatures weighing more than 8,000 pounds are not affected.

As in the case of *Biccby's interposing hand*, *Biccby's forceful hand* has as many hit points as the caster.

CONTROL WEATHER

Arcane transmutation, level 6

RANGE	Nil
DURATION	4d6 hours
AREA OF EFFECT	4d4 square miles
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell allows you to control precipitation, temperature, and wind speed in a large area. The new weather takes 10d4 minutes to reach full strength.

Details

This spell won't generate weather conditions that don't occur naturally where you are. For example, it can't generate a snowstorm in the tropics, nor a monsoon in the tundra.

This spell only works on the Prime Material Plane, the Elemental Plane of Air, or the Elemental Plane of Water; or in some other part of the multiverse where your GM says there is weather. This spell can't affect the rare forms of weather on the Astral or Ethereal Planes. In the Outer Planes, the weather is usually under the direct control of a god or other power.

This spell affects the weather, not the geological or astronomical conditions. You can't use this spell to create an earthquake or eclipse.

You can use the spell to move one step on the precipitation and wind speed columns from whatever the current conditions might be. Temperature can be altered by no more than 1d10 + 10 degrees Fahrenheit.

Precipitation:

Clear

Light clouds

Cloudy

Light precipitation

Medium precipitation

Heavy precipitation

Wind Speed:

Calm

Light breeze

Wind

Strong wind

Gale

DEATH SPELL

Arcane necromancy, level 6

RANGE	10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	5ft × 5ft/MU level
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell kills living creatures in the area of effect, up to a certain limit (see below). Creatures of 9 or higher hit dice are not affected.

Details

Roll 4d20 to see how many "points" worth of creatures are killed by the spell.

For the purposes of this spell, any creature of fewer than 2 HD counts as one point, creatures of 2 to less than 4 HD count as 4 points, creatures of 4 to less than 7 HD count as 8 points, and creatures from 7 to less than 9 HD count as 10 points.

Creatures of the lowest hit dice are killed first.

Fractional "kills" (where insufficient points remain completely to slay the creature) have no effect.

Material components for the spell cost 1,000 gp.

DISINTEGRATE

Arcane transmutation, level 6

RANGE	5ft/level
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	Negates effect

This spell disintegrates matter of any kind: animal, vegetable, or mineral. The spell cannot be used to destroy both living and non-living matter; if it is targeted at a creature, it does not disintegrate non-living matter, and if targeted at non-living matter (a wall or equipment) it does not disintegrate living matter.

Details

Matter of a magical nature will also be destroyed, although evocations of magic force (such as a *globe of invulnerability*, or *shield*) are not affected since they are not physical substances.

If the spell is used to target a creature, it destroys the entire creature.

If the spell is used to target non-living matter, it obliterates an area up to 10ft × 10ft/level.

ENCHANT AN ITEM

Arcane conjuration/summoning, level 6

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One item
COMPONENTS	V, S, M
CASTING TIME	1d8+2 days
SAVING THROW	See below

This spell is the culminating moment involved in the creation of a true magic item, when the item is actually infused with the magic properties it has been painstakingly prepared to hold. Before the spell can actually be cast, you must engage in considerable time-consuming and meticulous work, or the spell will certainly fail. To make the item's enchantment truly permanent, a permanency spell is also required.

Details

Firstly, the item itself must be of absolutely the finest quality available, in terms of craftsmanship, although it need not necessarily be fancy. In most cases, special components such as powders or threads will be incorporated into the item's construction, costing not less than 100 gp.

The casting of the spell takes 1d8+2 days, with the caster working steadily upon the item for eight hours per day. No other spells may be cast during this period of time, nor can you engage in any other meaningful work.

When the final words of the spell are spoken, the item makes a saving throw against spells at the same level as yours, but with *success* on the saving throw indicating that the spell has succeeded. A natural result of 1 on this roll always indicates failure of the spell.

At this point, you may begin to infuse the item with enchantments, each of which requires 5d8 hours to complete. Most magic items will require unusual components; dragon scales or blood for a sword with an unusually high bonus against dragons, for example. The GM will determine exactly what is required for any particular magic item.

This spell is not permanent unless a *permanency* spell is cast upon it; the duration of the enchantment may be for a year or more without a *permanency* spell (1d8 + 8 months, perhaps), but the enchantment will eventually fail if it is not locked into the item.

EXTENSION III

Arcane transmutation, level 6

RANGE	Caster
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V
CASTING TIME	5 segments
SAVING THROW	None

This spell lengthens the duration of another spell that you have previously cast.

Details

The previous spell must still be active. If it is level 1, 2, or 3, the duration is doubled. If it is level 4 or 5, the duration is increased by 50%.

The additional duration on the spell is calculated from the spell's stated duration, not the time remaining.

GEAS

Arcane enchantment, level 6

RANGE	Touch
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	4 segments
SAVING THROW	None

A *geas* (pronounced "gesh") is a magical compulsion placed upon an intelligent creature to perform, or refrain from performing, some task set by the caster.

Details

While the geas cannot compel suicide or its equivalent, it is a very powerful spell. If the creature under the *geas* avoids or is prevented from performing the task, it will sicken and die within 1d4 weeks if the task is not resumed.

The disease will, of course, create symptoms that the GM will determine; if the *geas* is resumed, these may or may not remain until the task is completed.

Even a *remove curse* spell will not remove a *geas*, although a *wish* spell is powerful enough to dispel it.

GLASSEYE

Arcane transmutation, level 6

RANGE	Touch
DURATION	1 round/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

This spell causes opaque materials to become transparent, either to you alone or to anyone, at your option.

Details

The dimensions of the transparent area are 3ft × 2ft, and the depth depends upon the nature of the substance being made transparent.

Lead and gold, being the base and pure metals respectively, are not affected by the spell at all.

Only four inches of any other metal can be made transparent, but stone can be seen through to a distance of 6ft, and wood to a distance of 20ft.

GLOBE OF INVULNERABILITY

Arcane abjuration, level 6

RANGE	Nil
DURATION	1 round/MU level
AREA OF EFFECT	Sphere, 5ft radius
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	None

A globe of eldritch power forms around you, preventing all spells of fourth or lower level from penetrating or affecting the inside of the globe. Once cast, the globe does not move.

Details

Spells may be cast from within the globe.

Dispel magic, if cast upon the globe, will destroy it.

Multiple people can fit inside the globe, roughly 6 medium sized or 8 small sized.

GUARDS AND WARDS

Arcane abjuration, level 6

RANGE	Nil
DURATION	2 hours/MU level
AREA OF EFFECT	Up to 200 sq. ft/ level
COMPONENTS	V, S, M
CASTING TIME	3 turns
SAVING THROW	See below

This powerful spell is primarily used to defend a stronghold under attack. The ward protects 200 square ft per caster level. The warded area can be as much as 20ft high and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell.

Details

The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10ft.

Wizard Locks: All doors in the warded area are wizard locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical to those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment/charm effect that will not affect elves or other creatures immune to *charm*.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, you can place your choice of one of the following five magical effects:

- *Dancing lights* in four corridors.
- A *magic mouth* in two places.
- A *stinking cloud* in two places. The vapours return within 10 turns if dispersed by wind while the *guards and wards* spell lasts.
- A *gust of wind* in one corridor or room.
- A *suggestion* in one place. The caster selects an area of up to 5ft square, and any creature who enters or passes through the area receives the *suggestion* mentally.

The whole warded area radiates strong magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

INVISIBLE STALKER

Arcane conjuration/summoning, level 6

RANGE	10ft
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V,S,M
CASTING TIME	1 round
SAVING THROW	None

This spell summons an invisible stalker (see the Game Master Guide). The stalker will perform one task as commanded, but resents its slavery and will always seek to misinterpret a command if it is worded ambiguously.

LEGEND LORE

Arcane divination, level 6

RANGE	Caster
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	See below
SAVING THROW	None

This spell, when cast, gathers mystical echoes of legend and rumour about a specific person, place, or object. These rhymes, songs, whispers, and memories form in your mind until you can finally piece them together into meaningful information.

Details

The spell's power is far greater if the item is actually at hand when the spell is cast, for it can then be used as a focus for the gathering of echoes; casting time under these circumstances will be 1d4 turns.

If the item (or place) is not at hand, but some detailed information can be woven into the casting of the spell as a focus for the gathering of legend-echoes, the casting time will be 1d10 days.

If all that you know about the object or place is rumour, the casting time will be 2d6 weeks.

While casting the spell, you may not engage in any other activity other than short breaks to eat and sleep.

When completed, the spell will reveal the location of any legendary material about the object (or person, or place), and if the spell is cast in the presence of the place, person, or object the spell will invariably gather the legendary lore together into a piece of true information about it. This information, coming as it does from mystical echoes, will take the form of a riddle, rhyme, or other puzzle.

In order to cast the spell an item of some value—often a potion—must be used and destroyed in the process. The spell can garner no information about things that have not been the subject of discussion, rumour, rhyme, or legend.

LOWER WATER

Arcane transmutation, level 6

RANGE	80ft
DURATION	5 rounds/MU level
AREA OF EFFECT	5ft × 5ft square area/MU level
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

Water level in the affected area sinks by 5ft. If you're high enough level to affect the same area twice or more, then you can choose to lower it by another 5ft for each iteration.

Example: A dungeon contains a square pool, 30ft on a side and 50ft deep. You cast Lower Water. You can affect a 30ft square area once for every 3 levels you have in the magic-user class, so if you're 7th or 8th level then you can lower it by

10ft; if you're 9th, 10th, or 11th level then you can lower it by 15ft; if you're 12th, 13th or 14th level then you can lower it by 20ft; and so on.

Displaced water is held in a magical interdimensional space for the duration of the spell, and returns when the spell ends. It will be slightly chilled.

Details

The target body of liquid must be a non-magical fluid of reasonably similar viscosity to water, so a pool of blood might well be affected but flowing lava wouldn't.

If the target is a creature (e.g. a water weird or water elemental), it is considered *held* unless this spell is mentioned in the monster description. See "1.6.10: Paralysis (Held)" for details.

REVERSIBLE AS RAISE WATER:

RAISE WATER

Arcane transmutation, level 6

RANGE	80ft
DURATION	5 rounds/MU level
AREA OF EFFECT	5ft × 5ft square area/MU level
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

Water level in the affected area rises by 5ft (unlike *lower water* this is most the spell can raise water).

Details

The additional water comes from the Elemental Plane of Water for the duration of the spell, and returns when the spell ends. It will be about room temperature.

The target body of liquid must be a non-magical fluid of reasonably similar viscosity to water, so a pool of blood might well be affected, but flowing lava wouldn't.

If the target is a creature (e.g. a water weird or water elemental), it's affected as if by an *enlarge* spell.

MONSTER SUMMONING IV

Arcane conjuration/summoning, level 6

RANGE	60ft
DURATION	5 rounds + 1 round/MU level
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

By casting this spell, you conjure up 1d4 monsters to serve you as allies in combat or to perform other services. Technically, this spell is a conjuration: the monsters appear from thin air within 1d4 rounds of the spell's completed casting.

Details

If you are in combat, the monsters will fight on your behalf, attacking whatever foes you direct, or guarding you. For more complex tasks, you must somehow have the ability to communicate these more specific commands.

The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described in the following table:

MONSTER SUMMONING IV RESULTS (MAGIC USER LEVEL 6)

D10	MONSTER SUMMONED
1	Blink dog
2	Gargoyle
3	Ghast
4	Hell hound
5	Hydra, five headed
6	Lycanthrope, werewolf
7	Owlbear
8	Shadow
9	Snake, giant constrictor
10	Grey ooze

MOVE EARTH

Arcane transmutation, level 6

RANGE	10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	See below
SAVING THROW	None

By casting this spell, you gain the ability to move earth, sand, and clay in vast quantities by the mere gestures of your hands. The spell does not affect rock or stone. Unlike most spells, the area of effect does not depend upon the caster's level but upon the amount of time spent in casting. For every turn spent casting, the magic user can move a cube of earth 40ft × 40ft × 40ft.

Details

The spell is normally used to create walls, moats, etc., but can also be used to move an intact terrain feature from one place to another (although the spell cannot move rock unless the rock is carried within the moved earth).

If an intact feature (such as a portion of a forest or the foundations under a cottage) is to be moved, an earth elemental must also be summoned. Without the assistance of an elemental, the earth under a cottage could certainly be moved, but with the—presumably undesired—result of destroying the cottage in the process.

OTHALAK'S FREEZING SPHERE

Arcane transmutation, level 6

RANGE	See below
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	See below

This spell may be employed in one of three different forms, depending upon the words and material component used during casting. At the time of memorisation, the magic user need not specify which will be used; these are alternate uses of the same spell, not different versions of it.

Details

Ice Seed: This use of the spell conjures a sphere of an intensely cold magical substance that freezes water to a depth of 6 inches over a surface area 100 square ft/caster level. The ice is thick enough to walk upon without fear of falling through. The duration of the ice is 1 round/level.

Ice Ray: A ray of cold lances from your hand, inflicting 4 hp/caster level of cold damage against anything in its path. A successful saving throw results in no damage. Even if the ray strikes an object, it continues on the other side until it has extended 10ft/caster level or is stopped by a thickness of stone of 1ft or more. The material component for this use is a gem worth 1,000 gp.

Shattering Globe: The spell forms a globe one inch in diameter, cold but not uncomfortable to the touch. When this sphere is thrown (by hand or sling), it will explode upon impact for 4d6 hit points of piercing damage within a 10ft radius (save vs spells for half damage). If not used within 1 round/caster level, it will explode at the time its duration ends. The material component for this use is also a gem worth 1,000 gp.

PART WATER

Arcane transmutation, level 6

RANGE	10ft/MU level
DURATION	5 rounds/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This spell opens a dry pathway through a body of water (not exceeding a mile in depth). For this use, there is no saving throw. It can be used to destroy water elementals.

Details

Only bodies of water are affected. This spell doesn't function on the Elemental Plane of Water.

If your target is a water elemental, or contains water elementals, then each affected elemental must attempt a saving throw vs spells and other magical effects. Affected water elementals that fails their saving throws are destroyed. Those that succeed still take 6d6 points of raw magical damage.

PROJECT IMAGE

Arcane illusion, level 6

RANGE	10ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell creates an illusory duplicate of you, standing in another place within the spell's range. The image must remain visible to you or the spell will end. Much like *mirror image*, the projected image mimics all of your movements, but it is not affected by attacks of any kind.

Details

The image possesses an arcane link to you. If desired, you can cast spells originating at the image rather than at your location, as if the image, rather than you, had cast the spell. Thus, the effective range of an attack spell can be increased, or a spell that would ordinarily centre on the caster could be brought into effect around the projected image.

REINCARNATION

Arcane necromancy, level 6

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	Person touched
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

Provided that a body has been dead for no more than one day per caster level, you can recall its spirit from the dead, where it reincarnates into another (randomly determined) body type.

Details

The form of the new body is not subject to your control and is determined by means of the table below. The new body appears within 1d6 turns near the soul's former body. Elves may be brought back to life by reincarnation.

The new incarnation retains the original character's experience points, but will have new physical (Str, Dex, Con) ability scores randomly rolled and adjusted for the new ancestry. The character retains their original mental ability scores (Int, Wis, Cha).

ARCANE REINCARNATION TABLE

D100	NEW INCARNATION
01–03	Bugbear
04–06	Dwarf
07–14	Elf
15–17	Gnoll
18–25	Gnome
26–28	Goblin
29–36	Half–elf
37–39	Halfling
40–42	Half–orc
43–45	Hobgoblin
46–85	Human
86–88	Kobold
89–91	Orc
92–94	Ogre
95–97	Ogre Mage
98–00	Troll

REPULSION

Arcane abjuration, level 6

RANGE	10ft/MU level
DURATION	1 round/2 MU levels
AREA OF EFFECT	10ft wide path
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

All living creatures in the spell's path will move away from you at their normal movement rates for the spell's duration, as if by choice.

Details

A creature is affected if it is within the spell's range, but once affected it will continue to move beyond the spell range under the spell's influence.

SPIRIT-RACK

Arcane abjuration, level 6

RANGE	10ft + 1ft/MU level
DURATION	See below
AREA OF EFFECT	One fiend
COMPONENTS	V, M
CASTING TIME	8d6 hours
SAVING THROW	None

This spell is used to utterly banish a particular demon, devil, or the like to its home plane of existence for a number of years equal to your magic-user level. The spell is normally used as a bargaining chip to force a devil or demon to cooperate with your plans or give you information.

Details

To cast the spell, you must know the fiendish creature's name, and inscribe it into a scroll, the preparation of which requires 8d6 hours and the expenditure of at least 5,000 gp. Once the spell is cast, if you read the scroll aloud in the fiend's presence it will have the effects described below. You can create no more than one scroll for any particular fiend and can only keep three such scrolls in existence at any one time; the magic of one will fade if a fourth is created.

When you speak the first words of the scroll in the fiend's presence, the demon is immediately held in place (unless its innate magic resistance allows it to escape this effect). Even if the fiend's magic resistance protects it, the words of the scroll cause considerable agony, and if the creature has the ability to escape it is only 10% likely to remain and try to stop the final reading (0% likelihood if it has no means of attacking you, gaining possession of the scroll, or otherwise influencing events in its favour).

After one full minute of reading the scroll (i.e., in the second round), the fiend loses 1 hp/ hit die from pain. In the third round, the fiend loses 50% of its remaining hit points from the agony caused by the words of the scroll. After the third round of reading, the fiend is banished to its home plane, where it writhes in agony for a period of years equal to the caster's level.

Obviously, any fiend caught with this ritual will seek to negotiate its way out; the GM will determine probabilities based on the fiend's goals and personality, but the base likelihood will be roughly 25% per round that the fiend will agree to perform a task for the caster in exchange for nothing more than the cessation of the ritual.

STONE TO FLESH

Arcane transmutation, level 6

RANGE	10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	One creature or 9 cubic ft of stone/ MU level
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell transforms stone into flesh. A creature that has been turned to stone will be returned to its normal state (provided that a system shock roll is successful).

Details

If the spell is used upon a normal stone statue, the statue is not brought to life, it just becomes a chunk of meat shaped like the statue.

REVERSIBLE AS FLESH TO STONE:

FLESH TO STONE

Arcane transmutation, level 6

RANGE	10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	See below

This spell transforms one creature into stone.

Details

The saving throw against this spell is Petrifaction/Polymorph, not Spells.

TANZUR'S TRANSFORMATION

Arcane transmutation, level 6

RANGE	Caster
DURATION	1 round/MU level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

This spell transforms you into a berserk warrior, much more capable at melee combat than normal. However, you lose control of your decisions and fight madly until the spell ends.

Details

Upon the completion of this spell, your form and mind alter as you take on the spirit and attributes of a powerful berserker warrior.

Your current hit points are doubled, and any damage sustained is first deducted from the “additional” hit points with no deduction from the “true” hit points until the additional hit points are gone. Once the additional hit points are gone, however, you sustain twice normal damage from attacks.

Your armour class improves by four points, and you attack as a fighter of the same level you have as a magic-user. This includes multiple attacks, if applicable.

You may only use a dagger as a weapon while in this berserk state, but you may attack twice per round, inflicting a +2 bonus on all damage.

You cannot cancel the effects of this spell, and will continue to attack until all enemies are killed or the spell duration ends. In order to cast this spell, you must consume a *potion of heroism*.

1.8.5.7. SEVENTH LEVEL MAGIC-USER SPELLS

BICCBY’S GRASPING HAND

Arcane evocation, level 7

RANGE	10ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	Magical hand
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell creates a powerful, magical hand similar to that of the magic-user spell *Biccby’s forceful hand*.

Details

The hand can move a creature weighing 1,000 lbs or less at a rate of 10ft/round.

Alternatively, it can hold a creature up to 1,000 lbs in place, preventing the creature from taking any action.

It can reduce the speed of a creature between 1,001 and 4,000 lbs to no greater than 10ft/round

it can slow the movement of creatures heavier than 4,000 lbs but smaller than 16,000 lbs to one-half.

Creatures weighing more than 16,000 pounds are not affected.

Biccby’s grasping hand has as many hit points as the caster.

CACODEMON

Arcane conjuration/summoning, level 7

RANGE	10ft
DURATION	See below
AREA OF EFFECT	One summoned creature
COMPONENTS	V, S, M
CASTING TIME	5 hours
SAVING THROW	See below

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence into the material planes. In order to cast the spell, you must know the fiend’s true name, but such information is often contained in forbidden tomes of lost lore. The spell cannot summon the lesser sorts of demons that have no personal names, nor is it powerful enough to summon members of the demonic or diabolical nobility. The spell provides no protection whatsoever against the wrath of the summoned creature—and make no mistake, the summoned creature will be extremely resentful.

Details

In general, this spell is cast only with multiple protections against the summoned fiend, such as a pentacle to contain the demon and a magic circle to protect you. The exact nature of any discussions or negotiations with creatures of the nether planes is, of course, a matter to be handled in the course of the game, with the GM deciding what the fiend is thinking and how it acts.

It is treacherous in the extreme to deal with demons, for they are intelligent and ruthless. They are not, however, unreliable; since you know the fiend’s true name, it is compelled to abide by any agreements it might make, although it might be able to twist the spirit of the agreement while still abiding to the letter of it.

Certain spells (*spirit-rack* or *trap the soul*, for example) can be (and often are) used to strengthen your position in any negotiations.

CHARM PLANTS

Arcane enchantment, level 7

RANGE	30ft
DURATION	Permanent
AREA OF EFFECT	30ft × 10ft
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	See below

This spell grants you the ability to mentally communicate with (for a period of 1 turn) and command plants (the obedience is permanent) in the spell’s area of effect.

Details

No unusual abilities are granted to the plants; they have no additional capabilities beyond those they had before the spell was cast.

Only intelligent plants are entitled to a saving throw, but at a penalty of -4.

DELAYED BLAST FIREBALL

Arcane evocation, level 7

RANGE	100ft + 10ft/MU level
DURATION	See below
AREA OF EFFECT	20ft radius sphere
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	Yes (Half damage)

At the time of casting, you state an amount of time, from 1 segment (6 seconds) to 5 rounds (5 minutes), and when that time is reached, a powerful fireball explodes at the targeted point. The fireball causes 1d6+1 points of fire damage *per caster’s magic-user level* to all creatures within the area of effect. Creatures making successful saving throws suffer only half the indicated damage.

Details

When you cast the spell, a bead of light streaks from your pointed finger to the target area, and if it strikes another object directly in its path the fireball will detonate immediately. Otherwise, it hovers and waits to detonate.

The blast fills the entire volume of the spell radius, and if it is cast into an enclosed area smaller than the area of effect the flames will expand from this area until the spell's full volume has been reached. The volume of a 20ft radius sphere is approximately 33,500 cubic ft, and there are 1,000 cubic ft in a 10ft × 10ft × 10ft area, so in an area with a 10ft ceiling the *fireball* will fill approximately thirty-three 10ft × 10ft squares. If you are in the blast area, you are treated like anyone else.

The flames do not create any significant change in air pressure, but the furnace-like heat causes all items in the blast area to make saving throws against magical fire or ignite (or, in the case of metals, melt).

DRAMIJAR'S INSTANT SUMMONS

Arcane conjuration/summoning, level 7

RANGE	See below
DURATION	Instantaneous
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	Fast
SAVING THROW	None

This spell calls a specific, desired object into your hand from wherever it might be.

Details

The object must be prepared ahead of time, with the first part of the spell being cast upon it at that time—all but the final word of the incantation. The item is then touched with another item, the spell's focus, which must be of at least 5,000gp in value (usually a gem).

When you seek to summon the item by means of this spell, you must hold the focus item in your hand and speak the final word of the spell. The focus item will disappear, and the summoned item will appear in its place.

The summoned item cannot be heavier than 8 lbs or the spell will not function. Moreover, if the item is in the possession (not necessarily in the hand) of another creature, the spell will fail. However, in this instance, you will learn the item's location, and some details about the owner, as determined by the GM. The spell will function across the planes.

DUO-DIMENSION

Arcane transmutation, level 7

RANGE	Caster
DURATION	3 rounds +1 round/ MU level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

By means of this spell, you reduce yourself to a two-dimensional sheet with no third dimension. You can fit through the thinnest of spaces provided they are large enough to accommodate your remaining two dimensions—you cannot bend down or roll yourself up while two-dimensional. You can effectively become invisible by turning sideways.

Details

While two-dimensional, you can move, cast spells, and otherwise act normally.

If attacked from the front or back, you take three times the normal damage.

Casting the spell requires expensive material components of (1d4+4) ×1,000 gp in value.

LIMITED WISH

Arcane conjuration/summoning, level 7

RANGE	Unlimited
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V
CASTING TIME	1 round
SAVING THROW	See below

Limited wish is a powerful spell, allowing you to reshape reality in accordance with your desires, but only to a limited degree. The spell may be used to grant minor wishes (undoing curses, granting small quantities of gold, duplicating the effects of lower-level spells, etc.) The effects of the spell will be permanent for most minor requests, particularly when used to duplicate a lower-level spell that has a permanent or instantaneous duration.

Details

A *limited wish* is not powerful enough to make major changes in reality. It cannot bring the dead back to life, grant a level, or permanently change ability scores. In many cases, the GM will be called upon to determine whether the caster's wish is within the power of a *limited wish* spell or whether the results of the request will be reduced or flawed. Flaws would include limited durations or partial results. The guidelines set forth above should give the GM some assistance in making such determinations.

In the case of unreasonable wishes, the GM may decide to follow the wording of the spell precisely but not in line with the caster's intent, limit the duration of the spell to a very limited time (perhaps mere seconds!) or simply rule that the whole spell fails.

The guideline here is that wishes are granted by someone or something, which may or may not be kindly disposed to the player characters. The more greedy or selfish a wish, the greater the chance that a mischievous or actively malicious power will take the opportunity to teach this upstart mortal a lesson.

MASS INVISIBILITY

Arcane illusion, level 7

RANGE	10ft/MU level
DURATION	See below
AREA OF EFFECT	30ft × 30ft radius
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

This spell operates as does the *invisibility* spell, but affects all willing creatures within 30ft of the touched creature at the time the final words of the spell are uttered. As the caster, you can remain visible, if you choose, by being an "unwilling subject".

Details

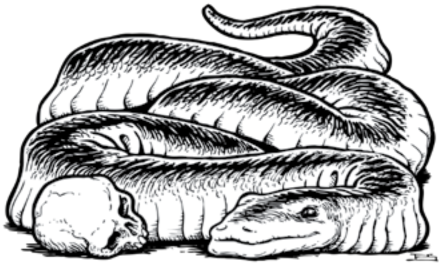
If the creature upon which the spell was cast makes an attack (including casting a spell that directly causes damage, such as a *fireball*), the attack negates the invisibility of *all* the others.

However, if one of the creatures affected by the spell's radius (not the direct recipient) attacks, the invisibility only of that one creature is negated thereby.

In order to remain invisible, those who were made invisible by virtue of the spell's radius must remain within 30ft of the creature upon whom the spell is centred. All creatures affected can see each other.

This spell can potentially hide as many as 300 medium-sized creatures if they are packed in close and do not jostle one another.

Note that the spell does not make the recipients any more quiet than normal, nor does it eliminate scents.



MONSTER SUMMONING V

Arcane conjuration/summoning, level 7

RANGE	70ft
DURATION	6 rounds + 1 round/MU level
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	6 segments
SAVING THROW	None

By casting this spell, you conjure up 1d2 monsters to serve you as allies in combat or to perform other services. Technically, this spell is a conjuration: the monsters appear from thin air within 1d3 rounds of the spell's completed casting.

Details

If you are in combat, the monsters will fight on your behalf, attacking whatever foes you direct, or guarding you. For more complex tasks, you must somehow have the ability to communicate these more specific commands.

The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described in the following table:

MONSTER SUMMONING V RESULTS (MAGIC USER LEVEL 7)

D6	MONSTER SUMMONED
1	Cockatrice
2	Doppelgänger
3	Hydra (7 heads)
4	Lycanthrope (wereboar)
5	Minotaur
6	Snake, giant poisonous

MURKENVAIN'S SWORD

Arcane evocation, level 7

RANGE	30ft
DURATION	1 round/MU level
AREA OF EFFECT	Summoned sword
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

You evoke a magical sword into being, and can wield it by exerting your willpower (you do not need to wield the sword; it flies and attacks where you direct). While using the sword, you cannot cast spells, use magic items, or move, although the spell does not end if your concentration is broken; the sword simply does not attack during that round.

Details

The sword attacks as a fighter one-half your magic user level, always hits on a natural 19 or 20, and can hit creatures that can ordinarily be hit only with magic weapons (up to +3). It can attack creatures in the astral or ethereal planes of existence.

The sword inflicts 5d4 hit points of slashing or piercing damage (you choose) against Tiny to Medium size creatures, and 5d6 hit points against creatures larger than Medium.

The material components for the spell cost 500 gp or more.

PHASE DOOR

Arcane transmutation, level 7

RANGE	Touch
DURATION	See below
AREA OF EFFECT	Passage 5ft wide, 10ft high, and 10ft long
COMPONENTS	V
CASTING TIME	7 segments
SAVING THROW	None

By means of this spell you open a dimensional pathway through a solid object, 10ft in depth. It is a pathway that only you may use or see, and it remains until you have traversed it twice.

Details

More than one spell may be used in succession to create longer passages.

This spell is not more powerful than *passwall*; the benefit is that only you can see and use the passage.

The inside of the passageway is still a part of the material plane; the inter-dimensional warping of space simply acts to skip you through the material through which the passage is created.

POWER WORD STUN

Arcane conjuration/summoning, level 7

RANGE	5ft/MU level
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None

The creature targeted by a stunning power word hears the word as a thundering roar, although others hear it normally. The impact of the word's magical power stuns the victim, and they are unable to think clearly or act in any manner (including movement) for the duration described below.

Details

The duration of the spell's effect is determined by the target's current hit points (not its normal maximum). A creature with 1–30 remaining hit points will be stunned for 4d4 rounds, a creature with 31–60 hp remaining will be stunned for 2d4 rounds, a creature with 61–90 hp remaining will be stunned for 1d4 rounds, and creatures with 90+ hit points will be able to shrug off the effect of the spell entirely.

REVERSE GRAVITY

Arcane alteration, level 7

RANGE	5ft/level
DURATION	1 second (1/6 segment)
AREA OF EFFECT	30ft×30ft×1 mile
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	None

You momentarily reverse gravity in the area of effect, which is a 30 square ft area, extending a mile into the air.

Details

Any object or creature in this area will “fall” upwards for a distance of 20ft, striking intervening objects as per a normal, downward fall. When the duration ends, of course, they will fall downward again.

SIMULACRUM

Arcane illusion, level 7

RANGE	Touch
DURATION	Instantaneous (permanent)
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	1 day
SAVING THROW	None

This eerie spell permits the magic user to make a living duplicate of another creature using ice or snow as the raw material of the duplicate’s substance.

Details

The simulacrum is identical in appearance to the original in even the minutest detail. The simulacrum will always be weaker than the original, having only half of the original hit points and a lower level of experience (1d4+1×10%). The simulacrum does not have its own personality; it is under the caster’s control and has no volition without the caster’s spoken command.

A simulacrum can be improved by the use of other spells; a reincarnation spell will provide it with its own personality, and a limited wish may be used to give it the original’s personality and 40–60% of the original’s memories.

Casting the spell requires material components of 1,000 gp in value, and a part (even so small as a piece of hair) of the creature to be duplicated.

STATUE

Arcane alteration, level 7

RANGE	Touch
DURATION	6 turns/level
AREA OF EFFECT	Creature touched
COMPONENTS	V, S, M
CASTING TIME	7 segments
SAVING THROW	See below

The statue spell allows the caster or other recipient of the spell to turn, apparently, into a statue made of stone.

Details

The creature can still utilize all of its senses, although the sense of touch is dulled, and only actual damage to the stone is felt. The ensorcelled creature can shift in and out of the statue form in one second and is not limited to one such shift in a single round.

There is no saving throw against this spell, but there is a chance of death. During the initial transformation, the creature must make a special system shock roll with a flat 82% chance of success, with a +1 for every point of constitution the creature possesses (100% chance at Con 18). Failing this roll means that the creature dies.

The statue does radiate magic slightly and can be detected in this manner as well as with other similar divination spells or items. The initial transformation requires a full round. The statue is as invulnerable as stone, but attacks that actually manage to damage the stone statue will subtract from the creature’s hit points.

VANISH

Arcane alteration, level 7

RANGE	Touch
DURATION	Instantaneous or permanent—see below
AREA OF EFFECT	One object
COMPONENTS	V
CASTING TIME	2 segments
SAVING THROW	None

The caster’s magic words cause an object to vanish, either being teleported away or shifted into the ethereal plane and replaced with stone on the material plane.

Details

You can teleport an object that weighs no more than 50 lbs per caster level to a location of your choice (subject to the normal rules of a teleport spell). If the object is larger, or if you choose not to change its location, you may instead shift the object into the ethereal plane, to be replaced with shapeless stone. A dispel magic cast upon such stone will return the object to the material plane. Items that are part of larger structures, such as doors or windows, may be caused to vanish.

1.8.5.8. EIGHTH LEVEL MAGIC-USER SPELLS

ANTIPATHY/SYMPATHY

Arcane enchantment, level 8

RANGE	30ft
DURATION	12 turns/MU level
AREA OF EFFECT	Area 10 cubic ft/level, or a single object
COMPONENTS	V, S, M
CASTING TIME	6 turns
SAVING THROW	See below

This spell affects an area or an object with a magical aura that repels or attracts a certain, specified type of being. A creature type (or ancestry) must be specified, or an entire alignment may be designated for attraction or repulsion.

Details

If the spell is cast upon an object rather than an area, the targeted type of creature will have a penalty of -2 on the saving throw.

If you create an *antipathy* for the area or object, the targeted creature type (or alignment) will feel an intense desire to stay away from it. A saving throw applies, permitting the creature to remain, or to touch the object, but even if the saving throw is successful the creature will feel extremely uncomfortable in its presence. Creatures that are able to remain in the area or near the object will begin to lose 1 point of dexterity per round (maximum 4 points) from discomfort.

If you create *sympathy* for an object or area, on the other hand, the targeted creature type (or alignment) will feel attracted to the area or object, pleased to remain in the vicinity, or covetous of the "precious" item. If a creature fails a saving throw, it will do whatever is in its power to stay in contact with the area or the enchanted object.

BICCBY'S CLENCHED FIST

Arcane evocation, level 8

RANGE	5ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	Enchanted hand
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

As with Biccby's other *hand* spells, *Biccby's clenched fist* evokes a magical hand, but in this case the hand is always at least as large as a giant's and is curled into a fist rather than held open. The *clenched fist* strikes one of your enemies per round, never missing, for so long as you maintain concentration.

Details

No other activity is possible while concentrating, and breaking the caster's concentration ends the spell.

The fist rolls a d20 to determine damage (it hits automatically):

- On a roll of 1–12, it deals 1d6 hp of damage.
- On a 13–15, it deals 2d6 hit points.
- On a roll of 16–19 it deals 3d6 hit points and stuns the opponent for one round.
- On a roll of 20+ it deals 4d6 hit points and stuns the opponent for 3 rounds.

If the opponent has already been stunned, the d20 roll receives a +4 bonus.

As with the other *Biccby's hand* spells, the hand has as many hit points as the caster's full hit points.

CLONE

Arcane necromancy, level 8

RANGE	Touch
DURATION	Instantaneous
AREA OF EFFECT	One clone
COMPONENTS	V, S, M
CASTING TIME	1 turn
SAVING THROW	None

This eerie spell creates a true, living duplicate of a creature, grown in a vat in the magic user's laboratory and matured rapidly to adulthood. The clone has the level, the experience points, and the memories of the original person as of the time a piece of that person was obtained for the purpose of making a clone.

Details

To cast this spell, you must have at least a small part of the person to be cloned.

If a clone and its original exist simultaneously, the magical flux of such a situation can drive either or both of them insane. Each will seek to destroy the other with an uncontrollable sense that something is horribly wrong while both exist.

If the situation persists, the clone is 70% likely to go insane, a 20% chance that the original will go insane, and a 5% chance that both will become insane, with a 5% chance that both will somehow accept that they co-exist.

It takes 2d4 months for you to grow the clone in your vats before it becomes a true duplicate of the original. If the process of vat-growth is interrupted prematurely, the clone will be utterly insane, hating all living things, and may become psychotic.

This spell is normally used to create a "backup" of a character who cannot be raised from the dead (an elf or half orc), or who failed a resurrection success check on Constitution Table 1.1.4a, but obviously it can also be used to create serious problems for an enemy.

GLASS-STEEL

Arcane transmutation, level 8

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	One object
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

This spell grants a glass object the strength of steel, while retaining its transparent properties. The weight of the object can be no more than 10 lbs per caster level.

Details

In most cases, the object will make item saving throws on the more favourable of the glass or metal tables.

INCENDIARY CLOUD

Arcane evocation, level 8

RANGE	30ft
DURATION	1d6+4 rounds
AREA OF EFFECT	Cloud, 10ft high, 20ft radius
COMPONENTS	V, S, M
CASTING TIME	2 segments
SAVING THROW	Yes (Half damage)

The *incendiary cloud* begins as a choking cloud of thick smoke, billowing from an existing fire source and obscuring vision beyond 20ft in the area. The cloud has a radius of 20ft and is 10ft high. On the third round of the cloud's existence, it bursts into hot, magical flame.

A saving throw for half damage is permitted to every creature in the cloud for each round of exposure to the flames.

Details

In the first round of the flare, the blazing cloud inflicts one hit point of damage for every two levels of the caster.

In the second round of the flare, the heat increases to inflict 1 hit point per caster level

In the third round of the blaze, damage falls again to one point per two levels.

After three rounds, the cloud burns out, and for any further duration it retains only the vision-obscuring properties of the smoke.

OTHO'S IRRESISTIBLE DANCE

Arcane enchantment, level 8

RANGE	Touch
DURATION	1d4 +1 rounds
AREA OF EFFECT	One creature
COMPONENTS	V
CASTING TIME	5 segments
SAVING THROW	None

The creature touched (requiring a successful "to hit" roll) flies into an uncontrollable, twitching tarantella, dancing wildly.

Details

The creature's armour class is penalised by 4 points, and it will fail any and all saving throws during the spell's duration. It cannot act in any way, or gain benefit from a shield.

MASS CHARM

Arcane enchantment, level 8

RANGE	5ft/MU level
DURATION	See below
AREA OF EFFECT	Creatures in a 30ft x 30ft area
COMPONENTS	V
CASTING TIME	8 segments
SAVING THROW	Negates effect

This spell causes the affected targets to view you as a trusted friend, if they fail a saving throw vs. spells.

Details

The spell can target a number of hit dice of creatures equal to twice your magic-user level. You can select which creatures to target with the spell within the area of effect, provided their total hit dice do not exceed twice your magic-user level.

If a targeted creature fails a saving throw (with a -2 penalty to the roll), it will view you as a trusted friend, interpreting your every word in its most positive light. Charmed creatures will place themselves into moderate danger, including combat, on your behalf, but will not undertake risks beyond those the creature might ordinarily take. You must be able to talk to the charmed creature if you want to make any sort of complex "request".

Charmed creatures are allowed periodic saving throws to break the charm, based on their hit dice:

HIT DICE OF MONSTERS	CHANCE/WEEK TO BREAK ENCHANTMENT
<1 to 1+	5%
2 to 2+	10%
3 to 3+	15%
4 to 4+	25%
5 to 5+	35%
6 to 6+	45%
7 to 7+	60%
8 to 8+	75%
9+	90%

MAZE

Arcane conjuration/summoning, level 8

RANGE	5ft/MU level
DURATION	See below
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	3 segments
SAVING THROW	None

The targeted creature is trapped by this spell into an interdimensional reality similar to that created by the second level spell *rope trick*. This wormhole has an entrance, which closes immediately after the target is trapped, and an exit, which is difficult to find in the branching, twisting maze of the dimensional labyrinth.

Details

A creature's intelligence determines the amount of time required to find the way out and emerge back into the material plane:

- Less than 3: 2d4 turns
- 3-5: 1d4 turns
- 6-8: 5d4 rounds
- 9-11: 4d4 rounds
- 12-14: 3d4 rounds
- 15-17: 2d4 rounds
- 18+: 1d4 rounds

MIND BLANK

Arcane abjuration, level 8

RANGE	30ft
DURATION	24 hours
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	Fast
SAVING THROW	None

The person upon whom this spell is cast becomes completely protected from all divination and scrying magic, and they are also protected against possession. Their thoughts cannot be detected in any way, they cannot be magically overheard when speaking, they are invisible to crystal balls and clairvoyance, and their soul cannot be trapped or affected.

MONSTER SUMMONING VI

Arcane conjuration/summoning, level 8

RANGE	80ft
DURATION	7 rounds + 1 round/MU level
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None

By casting this spell, you conjure up 1d2 monsters to serve you as allies in combat or to perform other services. Technically, this spell is a conjuration: the monsters appear from thin air within 1d3 rounds of the spell's completed casting.

Details

If you are in combat, the monsters will fight on your behalf, attacking whatever foes you direct, or guarding you. For more complex tasks, you must somehow have the ability to communicate these more specific commands.

The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described in the following table:

MONSTER SUMMONING VI RESULTS (MAGIC USER LEVEL 8)

D10	MONSTER SUMMONED
1	Devil, Erinyes
2	Hydra, 8 headed
3	Manticore
4	Ogre Mage
5	Rakshasa
6	Troll
7	Wight
8	Wraith
9	Wyvern
10	Lycanthrope, weretiger

PERMANENCY

Arcane transmutation, level 8

RANGE	See below
DURATION	Permanent
AREA OF EFFECT	One object or creature
COMPONENTS	V, S, M
CASTING TIME	2 rounds
SAVING THROW	None

The *permanency* spell makes the temporary effects of other spells permanent (keeping in mind that "permanent" spells can still be dispelled). It is also used to lock the enchantments of a magic item permanently into the item in tandem with the *enchant an item* spell, in which case the effect cannot be dispelled. Certain spells can be made permanent upon the caster or another creature, and other spells can be made permanent only if cast upon an area or an object.

Each use of this spell reduces the caster's constitution by 1 point if it is cast on a creature. If cast on an item or non-living substance, there is only a 5% chance that this will happen.

Details

Spells that can be made permanent upon a person or other creature include: *comprehend languages*, *detect evil, detect invisibility, detect magic*, *infravision*, *protection from evil*, *protection from normal missiles*, *read magic*, *tongues* and *unseen servant*. Only a magic user of higher level than the caster can dispel these spells.

Spells that can be made permanent upon an area or object include: *enlarge*, *fear*, *gust of wind*, *invisibility*, *magic mouth*, *prismatic sphere*, *stinking cloud*, *wall of fire*, *wall of force* and *web*. These spells may be dispelled by any caster subject to the normal rules for *dispel magic*.

POLYMORPH OBJECT

Arcane transmutation, level 8

RANGE	5ft/MU level
DURATION	See below
AREA OF EFFECT	One object or creature
COMPONENTS	V, S, M
CASTING TIME	1 round
SAVING THROW	See below

This spell allows you to transform one thing, living or not, into another sort of thing.

If the spell is used simply to duplicate the effects of a *polymorph other* spell or a *stone to flesh* spell, it will function in the same manner as these spells but with a -4 penalty to the victim's saving throw.

Otherwise, the spell's duration depends upon the degree of change involved in the transformation. The calculation is made using a "duration factor" found on table 1, and the explanation of the resulting duration factor is found on table 2.

Details

POLYMORPH OBJECT—TABLE 1 (MAGIC USER LEVEL 8)

CHANGED SUBJECT IS:	INCREASE TO DURATION FACTOR
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc .)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc .)	+2
Same or lower intelligence	+2

Add all that apply. Look up the total on the next table.

Example 1: Changing a dog to a wolf. Same kingdom (+5), the same class (+2), possibly not the same size, but related (+2) and the same intelligence (+2). The duration factor would be 11.

Example 2: Changing a mushroom into a dragon. Different kingdom, different class, different size, unrelated, and higher intelligence. There are no bonuses, so the duration factor is 0 for this change.

POLYMORPH OBJECT—TABLE 2 (MAGIC USER LEVEL 8)

DURATION FACTOR	DURATION	EXAMPLE
0	20 rounds	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	48 hours	Sheep to woolen cloak
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

Living creatures subjected to this spell must make a system shock check
(See Table 1.1.4a).

POWER WORD, BLIND

Arcane conjuration/summoning, level 8

RANGE	5ft/ MU level
DURATION	See below
AREA OF EFFECT	15ft radius
COMPONENTS	V
CASTING TIME	1 segment
SAVING THROW	None

This spell causes all designated creatures within the area of effect to become blind.

Details

The duration of the blindness depends on how many total hp the affected creatures have. If the total is 50 or less, the blindness lasts 1d4+1 turns. If the total is 51 hit points to 100, the blindness lasts 1d4+1 rounds, as opposed to turns. The spell does not affect more than 100 hp of creatures in total. The caster may target specific creatures within the area of effect.

SIARTAN'S SPELL IMMUNITY

Arcane abjuration, level 8

RANGE	Touch
DURATION	1 turn/level, divided among recipients
AREA OF EFFECT	One creature/4 MU levels
COMPONENTS	V, S, M
CASTING TIME	1 round/recipient
SAVING THROW	None

A creature warded by this spell gains a +8 bonus to saving throws against any magical attack that affects the mind.

Details

You may divide the spell's duration among as many recipients as your caster level divided by four. The material component for this spell is a gem of any kind or size (but at least 25gp).

SYMBOL

Arcane conjuration/summoning, level 8

RANGE	Touch
DURATION	Varies; see below
AREA OF EFFECT	Varies; see below
COMPONENTS	V, S, M
CASTING TIME	8 segments
SAVING THROW	None unless noted

The symbol spell is used to enchant magical runes written on a surface. Any creature that passes by, over, or under the rune; touches it; or reads it will be affected by its magic.

Details

There are numerous symbols that can be created with this spell. Those best known are as follows:

Symbol of Death: Creatures with hit points totalling not more than 80 are slain. Duration is instantaneous.

Symbol of Discord: All creatures in the area begin arguing with one another. Those that do not share the same alignment have a 50% chance of actually fighting one another. The duration of the effect is 5d4 rounds, but if a fight breaks out, the duration is reduced to 2d4 rounds.

Symbol of Fear: As per the level 3 illusionist spell fear, but the saving throw is made at -4. Duration is 1 round per caster level.

Symbol of Hopelessness: Creatures that fail to save vs spells are affected by deep depression for 3d4 turns. Each round during this period they act randomly, not acting at all (25%), or walking away from the symbol (75%), even if this means breaking off from combat. Such creatures will submit to any demand made by an enemy or ally, including a command to surrender.

Symbol of Insanity: Creatures with total hit points of not more than 120 are affected by lunacy, acting per the random actions described in the level 4 magic-user spell confusion. The effect is permanent (or until removed by magical means).

Symbol of Pain: Any creature triggering the symbol is subjected to horrible pain, losing 2 points of dexterity and gaining a penalty of -4 on all "to hit" rolls for a period of 2d10 turns.

Symbol of Sleep: This symbol causes any creature of 8+1 HD or less to fall into an enchanted slumber; it is impossible to awaken the victims for 4d4+1 turns.

Symbol of Stunning: Creatures with a total of 160 or fewer hit points are stunned for 3d4 rounds, dropping whatever they are holding.

Material components for this spell cost at least 10,000 gp.

TRAP THE SOUL

Arcane conjuration/summoning, level 8

RANGE	10ft
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	See below
SAVING THROW	See below

This spell traps a victim's soul within a gem for eternity unless the prisoner is rescued.

Details

The prison must be prepared ahead of time, by the use of various spells and rituals costing 1,000 gp per level or hit die of the creature to be trapped. The trap may be sprung by either of two methods: either speaking the final word of the spell (which requires one segment and grants the target a saving throw) or persuading the victim to accept a pre-prepared trigger item (in which case no saving throw is permitted—the imprisonment is automatic). When a being is freed from imprisonment, even player characters, the being that has performed the rescue may demand a service or task from the freed prisoner. For unknown reasons, the request affects the prisoner in the same manner as a geas.

1.8.5.9. NINTH LEVEL MAGIC-USER SPELLS

ASTRAL SPELL

Arcane evocation, level 9

RANGE	Touch
DURATION	See below
AREA OF EFFECT	See below
COMPONENTS	V,S
CASTING TIME	9 segments
SAVING THROW	None

This spell transports avatars of yourself and up to five other creatures to the Astral Plane, leaving your physical bodies behind.

Details

This spell only transports willing creatures. Unwilling creatures are unaffected.

Most magic items are weakened or suppressed while on the Astral Plane, and some spells work differently.

Affected creatures retain their physical bodies on the Prime Material Plane. The bodies are unconscious and incapacitated until the spell ends.

This spell creates astral avatars, which look exactly like your physical bodies on the Prime Material. Each creature's avatar is connected to its physical body on the Prime Material by a *silver cord*. The silver cord is invisible and invulnerable to most kinds of damage, but can be severed by deities and creatures of similar power, by certain rare weather effects on the Astral Plane, and by a very limited number of special weapons and powers. If the silver cord is cut, the creature's astral avatar disappears and its physical body dies.

The astral avatar can enter other planes from the Astral, but it can't enter a plane where you have a physical body (other than to return into the original body).

BICCBY'S CRUSHING HAND

Arcane evocation, level 9

RANGE	5ft/MU level
DURATION	1 round/MU level
AREA OF EFFECT	See below
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

This spell calls into existence a large, floating hand much like that summoned by the other *hand* spells. The *crushing hand* attacks any foe you direct it to, grabbing it and squeezing with great power.

Details

The hand does not need to make an attack roll, and there is no saving throw.

The hand inflicts 1d10 points of blunt damage in the first round, 2d10 points of damage in the second and third round, and 4d10 points of damage per round thereafter.

You can direct the hand to change targets, but if you do, the damage it inflicts starts over at 1d10 in the first round.

As with the other *hand* spells, the hand has as many hit points as its caster. The caster cannot engage in any other activity while directing the hand.

GATE

Arcane conjuration/summoning, level 9

RANGE	30ft
DURATION	See below
AREA OF EFFECT	One summoned creature
COMPONENTS	V, S
CASTING TIME	9 segments
SAVING THROW	None

This spell draws the attention of an extra-planar creature you specify by name or type, and opens a portal at the target point through which that creature can emerge into the caster's plane of existence. The named creature is not forced to step through the gate, but *something* will (as determined by the GM).

Details

If you know the true name, or at least one of the true names, of a being, you can try to call on that individual being. It is still not forced to emerge. In particular, if you call on a deity or being of equivalent power, it doesn't come in person, but sends a minion.

Casting this spell doesn't give you any control over the gated creature, and unless it's presented with a matter that obviously justifies its time and attention, it may be irascible.

The gate appears in an appropriate orientation. For example, if you call on a celestial being, then the gate appears above you and the being descends. If you call on a fiend, then the gate appears below you and the being crawls up to the surface.

Your GM controls the gated creature.

IMPRISONMENT

Arcane abjuration, level 9

RANGE	Touch
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S
CASTING TIME	9 segments
SAVING THROW	None

The power of this spell hurls the victim deep beneath the earth, placing it into a state of suspended animation for eternity, entombed within a cyst of rock. The spell may also be used to free someone who has been imprisoned by the spell.

Details

An imprisoned creature is in suspended animation, does not age, and cannot act in any way.

To free an imprisoned person with the spell, you must know the name of the prisoner, together with enough detail to clearly identify them.

A creature freed from *imprisonment* appears at the exact spot where the *imprisonment* took place. When using the spell as a rescue, if you are not specific enough about the imprisoned creature's identity the spell will normally fail; but there is also a chance it will free the intended creature together with several other imprisoned victims from other places in the ground—some far, some (perhaps) near. Some of these freed victims might be from ancient ages and may have been imprisoned for a very good reason. The chance of freeing unintended recipients is 1 in 10, and their number can vary considerably (1d100).

METEOR SWARM

Arcane evocation, level 9

RANGE	40ft + 10ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	See below
COMPONENTS	V, S
CASTING TIME	9 segments
SAVING THROW	None or Half (see below)

Meteor-like chunks of magical fire streak from your outstretched hand, exploding into an inferno of flame when they strike the intended targets. You may hurl four large meteors or eight small meteors.

Details

The meteors strike the first creature in their straight-line trajectories automatically, granting no saving throw and inflicting full damage. Other creatures may be caught in the radius of each meteor, and creatures in the blast area are allowed a saving throw for half damage.

Damage and area of effect for each meteor depends on the size of the meteor:

- Large meteors inflict 10d4 hp damage and explode with a radius of 15ft.
- Small meteors inflict 5d4 hp damage and explode with a radius of 7.5ft.

If the explosions overlap, a creature in the overlapping area is subject to damage from all the explosions, but is entitled to a separate saving throw (halving damage) for each.

MONSTER SUMMONING VII

Arcane conjuration/summoning, level 9

RANGE	90ft
DURATION	8 rounds + 1 round/MU level
AREA OF EFFECT	Summoned creatures
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

By casting this spell, you conjure up 1d2 monsters to serve you as allies in combat or to perform other services. Technically, this spell is a conjuration: the monsters appear from thin air in 1 round of the spell's completed casting.

Details

If you are in combat, the monsters will fight on your behalf, attacking whatever foes you direct, or guarding you. For more complex tasks, you must somehow have the ability to communicate these more specific commands.

The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described in the following table:

MONSTER SUMMONING VII RESULTS (MAGIC USER LEVEL 9)

D20	MONSTER SUMMONED
1	Chimera
2	Demon (Class A)
3	Demon (Class B)
4	Demon (Class C)
5	Demon, Succubus
6	Devil, barbed
7	Devil, bone
8	Ettin
9	Giant, fire
10	Giant, frost
11	Giant, hill
12	Giant, stone
13	Gorgon
14	Hydra, ten-headed
15	Lizard, fire
16	Mummy
17	Night hag
18	Roper
19	Slug, giant
20	Spectre

POWER WORD KILL

Arcane conjuration/summoning, level 9

RANGE	2.5ft/MU level
DURATION	Instantaneous
AREA OF EFFECT	10ft radius
COMPONENTS	V
CASTING TIME	Fast
SAVING THROW	None

When you cast this spell, you specify whether you are targeting one creature or multiple creatures. The spell will instantly deal death to a creature of up to 60 hit points, with no saving throw (magic resistance may apply, however). The spell may alternatively, be used to instantly kill up to 120 hit points worth of creatures that have 10 or fewer hit points each.

Details

The total number of hit points is based upon the target's current hit points, not maximum hit points, so wounded creatures are more vulnerable to the spell.

All creatures to be killed must be within the spell's area of effect.

PRISMATIC SPHERE

Arcane conjuration/summoning, level 9

RANGE	Nil
DURATION	1 turn/MU level
AREA OF EFFECT	10ft radius sphere
COMPONENTS	V
CASTING TIME	9 segments
SAVING THROW	See below

Prismatic sphere creates a shimmering, multicoloured globe of light that protects those within it from all forms of attack (it will normally appear as a hemisphere, with its lower half below ground). The sphere flashes with seven colours, each of which has a distinct power and purpose. It is immobile, but the caster can pass through and remain near it without harm. However, any other creature with fewer than 8 HD within 20ft of the sphere will be blinded for 2d4 rounds by the colours if it looks at them.

Details

The sphere can be destroyed, colour by colour, in consecutive order, by various magical effects; however, the first colour must be brought down before the second can be affected, and so on.

A ***rod of cancellation*** destroys a *prismatic sphere*, but an *anti-magic shell* will fail to penetrate it. *Dispel magic* cannot dispel the sphere or anything beyond it (unless the first six colours have already been brought down). Magic resistance is effective against a *prismatic sphere*, but the check must be repeated for each colour present.

Each colour in the sphere has a different effect. The accompanying table shows the seven colours, the order in which they appear, their effects on creatures trying to attack the caster or pass through the sphere, and the magic needed to negate each colour.

PRISMATIC SPHERE EFFECTS (MAGIC USER LEVEL 9)

COLOUR	ORDER	EFFECT	NEGATED BY
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of damage (saving throw for half damage).	*Cone of cold*
Orange	2nd	Stops magical ranged weapons. Deals 40 points of damage (saving throw for half).	*Gust of wind*
Yellow	3rd	Stops poisons, gases, and petrifaction. Deals 80 points of damage (saving throw for half).	*Disintegrate*
Green	4th	Stops breath weapons. Poison (saving throw or die).	*Passwall*
Blue	5th	Stops divination and mental attacks. Turns to stone (saving throw negates).	*Magic missile*
Indigo	6th	Stops all spells. Causes insanity (saving throw negates)	*Continual light*
Violet	7th	Force shield (as per *wall of force*). Creatures sent to another plane (saving throw negates).	*Dispel magic*

Most magic-users (and illusionists) will know the correct sequence of spells used to destroy a prismatic sphere. Having those spells available is another matter, of course.

SHAPE CHANGE

Arcane transmutation, level 9

RANGE	Nil
DURATION	1 turn/MU level
AREA OF EFFECT	Caster
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

Upon casting this spell, you are able to change shape almost at will (each change takes one segment, and incurs no system shock check). You retain his or her own mind and hit points, but assume the magical properties of the shape-changed form as well as its physical capabilities.

Details

The spell does not allow the caster to assume the form of any greater creature native to another plane of existence, but virtually any other form can be assumed, from a tree to an insect to a treasure chest to a dragon.

Example: You can change into a dragon in one segment, being able to fly and use a breath weapon. Then you can change into a tree or a gelatinous cube, with the second change also taking a segment to complete.

You do not automatically heal any hit points when you return to your normal form.

The material component of the spell is a piece of jewellery worth 5,000 gp.

TEMPORAL STASIS

Arcane transmutation, level 9

RANGE	10ft
DURATION	Permanent
AREA OF EFFECT	One creature
COMPONENTS	V, S, M
CASTING TIME	9 segments
SAVING THROW	None

This spell places the victim into a magical sleep so deep that it is akin to suspended animation. The victim does not age or change in any way and does not need to breathe or eat. You can also cast this spell to undo a temporal stasis.

Details

The sleep lasts until the victim is awakened by the use of *dispel magic* or if this spell is cast to awaken the recipient rather than put them into stasis.

TIME STOP

Arcane transmutation, level 9

RANGE	10ft
DURATION	1 segment per 2 MU levels + 1d8 segments
AREA OF EFFECT	15ft radius sphere
COMPONENTS	V
CASTING TIME	9 segments
SAVING THROW	None

This spell allows you to act between two moments of time, in a bubble where the outside is frozen in place, not moving in the flow of time's passage.

Details

The spell's common name is a misnomer, for time does not actually stop; rather you gain a few "extra" moments inside a bubble that is insulated from time moving forward.

Effectively, you simply gain the duration of the spell as extra time in which you may perform whatever actions you wish, while the rest of the universe is effectively frozen relative to you.

WISH

Arcane conjuration/summoning, level 9

RANGE	Unlimited
DURATION	Varies (GM discretion)
AREA OF EFFECT	Varies (GM discretion)
COMPONENTS	V
CASTING TIME	Varies (GM discretion)
SAVING THROW	Varies (GM discretion)

A *wish* spell is the true version of *limited wish*, an extraordinarily potent invocation of eldritch power. What you command comes true, although there are limits even to this powerful spell.

Details

Certain wishes are easily accomplished. Transport (even to another plane of existence) is effectively unlimited. Healing, including curing diseases and removing curses, does not require care in wording the wish (some things can't be healed even by a wish, but these are noted in their descriptions). Bringing people back to life is also not a risky proposition (no monkey's paw), although a second wish is required to make sure they pass the resurrection survival check.

Wishes may only be used once (per target) to gain a level of experience (and the accompanying XP).

Wishes may be used to increase an ability score, but the GM should place a limit on the number of times a character may receive this type of wish. Five times is a reasonable number.

After casting a *wish* spell, the caster will be weakened considerably, requiring 2d4 days of bed rest. The only exception to this is when the wish is used for transport, healing, or resurrection of the dead.

In general, the exact wording of the *wish* is carried out regardless of its intent, but the GM should not be strict about this point unless the wish is an attempt to overreach the spell's power.

In the case of unreasonable wishes, the GM may decide to follow the wording of the spell precisely but pervert the intent, limit the duration of the spell to a very limited time (perhaps mere seconds!) or simply rule that the whole spell fails.

The guideline here is that wishes are granted by someone or something, which may or may not be kindly disposed to the player characters. The more greedy or selfish a wish, the greater the chance that a mischievous or actually evil power will take the opportunity to teach this upstart mortal a lesson.

CHAPTER NINE: SAMPLE PLAY SESSION

Background: A party of stalwart adventurers, consisting of Hogarth, human fighter and party caller (player: Bob), Alice, human magic user (player: Mary), Friar Chuck, human cleric (player: Chuck), Groin, dwarf fighter (player: Jason), Floppinjay, elf thief (player: Eric), and Hap, normal human mule-tender (NPC). They are searching for a way down to the ancient ruins of the *Temple of the Serpent-Men*, long sought and thought by most sensible folk to be only a legend until a recent earthquake opened a deep crevasse and turned up some unusual objects of unmistakably ancient origin.

GM: After a couple hours searching through the foothills and scrubland to the south and west of the crevasse you've come across something interesting—a small cave-entrance with a shallow stream flowing into it and evidence of foot traffic going both in and out. The cave entrance is approximately 100 yards west of the crevasse where the ruins are. It's now about noon.

Bob: Can we tell anything about the tracks—what made them? How many individuals? Do the tracks appear fresh?

GM: Whatever made the tracks was about human-sized and wearing shoes or boots. You're pretty sure there were multiple individuals, not just one person going repeatedly in and out, and most of the tracks appear fairly fresh. You can't really tell anything beyond that without a ranger or other woodsman-type.

Bob: Okay, the elf will go down into the cave and scout it out.

Eric: Why me?

Bob: Because you're a thief so you're sneaky and less likely to get surprised by any monsters that might be lurking down there, and you're an elf so you can see in the dark.

Eric: Okay, then, I do what he says—cautiously enter the cave with my sling out, making sure not to step in the stream. What do I see?

GM: The cave-entrance is about 10ft wide and 8ft high and descends gently as it winds to the north and east. About 30ft in it turns to the east so you can't see beyond that from where you're standing. It appears to grow narrower as it goes deeper, so if you're going to keep following it, eventually you're going to have to be standing in the stream.

Eric: Do I hear anything?

GM: [rolls] Just the sound of water dripping and splashing on the rocks. [The GM knows there isn't anything unusual to hear, but makes the die roll anyway. This is important, because if you only roll dice when there's something there, the players will be warned because you rolled the dice at all.]

Eric: I'll cautiously move up to the eastward turn and look in that direction—what do I see?

GM: Beyond the curve the passage keeps descending and narrowing, and winds in a northeasterly direction. You can see about 40ft farther, by which point the passage has narrowed to about 4ft wide and 7ft tall, filled entirely by the stream.

Eric: Okay, from where I'm standing I poke into the stream with my short sword. How deep is it? How swiftly is it moving?

GM: It's not deep, only a foot or two. It's not moving very quickly either, though a bit faster here than at the surface, and it looks to be moving a bit quicker up ahead too. You'd have no trouble standing upright in the middle of it. The water is cool and a little muddy, but fresh.

Eric: Can I hear anything here?

GM: Same as before.

Eric: Okay, I go back and report all this to the rest of the party.

Bob: Right on. So, as we head in, we'll have the elf in front, the dwarf second, me in third, Alice fourth with a torch, then the NPC and the mule…

GM: Hap says, "I'm not going in there, and neither is Tom!"

Jason: Who's Tom?

Chuck: I think that's the mule.

GM: [as Hap] Right. We'll wait for you right here until an hour before sunset, then we're heading back to the village whether you come back or not.

Mary: But that's not the agreement we made…

GM: [as Hap] I just agreed that Tom and I would come with you to look for these ruins and haul back whatever treasure you find. I never said nothin' about following you down into holes in the ground after who-knows-what.

Bob: Will you come with us if we pay you an extra gold piece?

GM: [rolls reaction die] No. [The reaction die is a base of 50% plus a character's Charisma modifier on Table 1.1.7a, although in matters of low importance the GM can just decide the overall probability]

Chuck: Can't we just force him to come with us at sword point and tell him we'll kill him if he doesn't?

GM: What's your alignment again, Friar Chuck?

Chuck: Lawful good. Why?

GM: …

Chuck: Oh. Never mind.

Bob: Alright then, the NPC and the mule stay behind. Marching order as before, with the cleric bringing up the rear. The elf has his sling out, the dwarf his crossbow, I've got my spear, Alice is holding the torch, and the cleric has his hammer and shield. Everybody agree?

All but GM: Yup.

GM: So, as I described before, the passage winds north and slopes down for 10ft, 20ft, 30ft, turns to the east and narrows, then continues winding northeast and narrowing for another 10ft, 20ft, 30ft, 40ft. By this point the passage is 4ft wide and 7ft high and you're all standing in the stream, which is about 2ft deep.

Jason: How deep underground are we?

GM: [rolls or just decides how far they have gotten] Not too far, maybe 15ft.

Bob: We continue forward.

GM: Alright. The passage goes east for 10ft, 20ft, and curves to the northeast. The slope levels a bit here, the depth of the stream increases to about 3ft, and the current slows a bit. Over the next 30ft the passage widens slightly and about 30ft farther ahead from where you are now the passage appears to widen out into a cavern.

Bob: Okay, we proceed forward cautiously, still in single file. Does the elf hear anything?

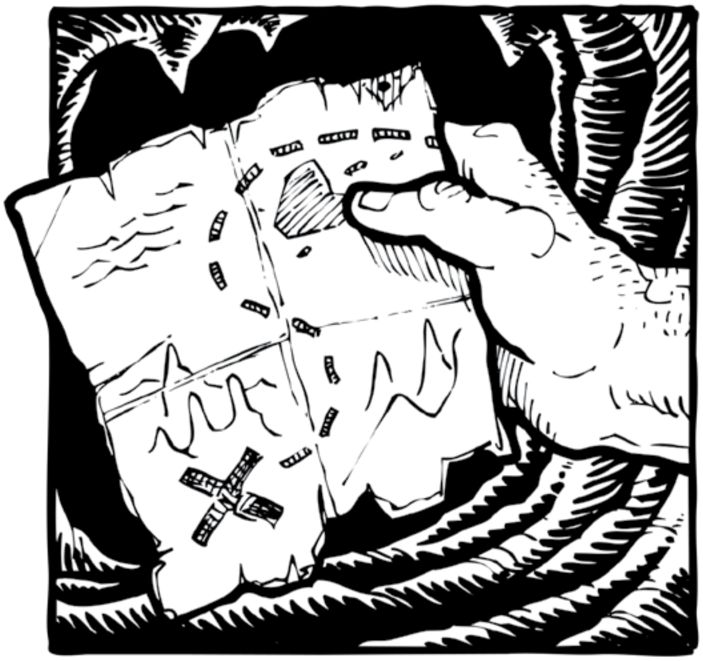
GM: [knows there are orcs in the cave ahead, but because the orcs are alerted to the party's approach both by the light from their torch and the disturbance their passage is making in the stream, they're being quiet as they set their ambush for the party. Nonetheless, the GM decides that on a roll of 01–05 Floppinjay might hear something unusual: he rolls (79)] Same as before. Splashing and dripping water; nothing more. As you move forward 10ft, 20ft, 30ft the passage opens out into a wider cavern—bigger than the radius of your torchlight. You're entering via the southwest corner. The stream continues northward through the middle of the cavern. Give me a Surprise roll.

Bob: [rolls] 2

All but GM: *Groan*

GM: Okay, as you file into the cavern you're caught unawares for 2 segments…

Eric: I've got a 16 dex! [This gives Floppinjay a +1 surprise modifier from Table 1.1.3a: Dexterity]



GM: Right, so Floppinjay is caught for 1 segment and everybody else for 2 segments by a half-dozen brownish-green fellows with bristly black hair and pink pig-snouts. They're currently [refers to Section 1.6.1, Encounter Distance. Since some of the combatants are surprised, the die roll is 1d3 x 10ft, and the GM rolls a 3] 30ft away to your right (the east), charging at you and hurling hand axes as they come. Segment 1, they charge 18ft. Segment 2, they charge the remaining 12ft, hurl their axes, and pull out spears. Only the first 3 of you are open targets, and only Hogarth and Groin can be hit. [Rolls] 4 attacks on the dwarf, 2 on the fighter. [Rolls] No hits on the fighter, 3 on the dwarf. [Rolls] 7 points total damage. 2 orcs on each of the dwarf, elf, and fighter. Actions for round one? [Here, the GM is asking the players to declare their actions (see Section 1.6.1.2.)]

Bob: Attack one of the orcs on me with my spear.

Eric: Fighting retreat in a northerly direction.

Jason: Drop my crossbow, pull out my axe and attack.

Chuck: Can I move forward into the room?

GM: No, Alice is blocking your way.

Chuck: Right-o, then. I'll wait for her to clear the way…

Mary: Do we see or hear any orcs besides these 6?

GM: No.

Mary: Then I'll drop my *sleep* spell right in the middle of the crowd.

GM: OK, initiative. They are going in segment [rolls 1d6] … oh, they are going in 1!

Bob: Crap. Come on, 1! [rolls 1d6] We're going in 2. Crap!

GM: The 2 orcs on Floppinjay follow him north and attack [roll] 1 miss, 1 hit. [rolls] 3 damage.

[This is an attack roll, so for both the attacks, the GM rolls a d20. The group is using descending armour class, so the GM checks what an orc (a 1 hit die creature) needs to hit Floppinjay's AC of 6 [14], using the 6 for AC since it's the descending AC system. The Monster to-hit table in the Game Master Guide indicates that the die rolls are one hit and one miss. The GM then rolls damage for the one hit. Orcs use weapons, and this one is using a spear, so the GM rolls 1d6 for the damage and gets a 3.]

Eric: Aiee!

GM: 2 attacks on Hogarth [rolls] miss, miss. 2 attacks on Groin [rolls] miss, hit. [rolls] 5 damage.

Jason: I'm down, -3 hit points.

GM: You're not dead but you're unconscious and bleeding. You're also underwater…

Jason: *Gurgle, gurgle*

GM: Bob, you're up.

Bob: Attacking the orc on the left. [rolls] 10.

GM: That's a miss…

Mary: I step forward so Chuck can squeeze by and get to Jason. Then I cast my spell.

GM: [rolls dice, using the description of the *sleep* spell] The 4 orcs who were attacking Hogarth and Groin are all affected, and so is Hogarth. Floppinjay and the 2 orcs who were on him are out of the area of effect.

Mary: Good going…

Eric: Sorry.

Chuck: Can I get to Jason's body?

GM: Yeah, you're able to drag him onto shore on the west side of the stream. Actions for next round?

Jason: I bleed.

Bob: I snore, and inhale water, I suppose.

Mary: I wake up Hogarth.

Chuck: I administer a *cure light wounds* to Jason.

Eric: I suppose I need to fight these guys alone? I drop my sling and get out my short sword to attack.

GM: Initiative. [rolls] My orcs are going in 4

Eric: [rolls] Boo-ya! 3! Attacking the one on my right [rolls] 14.

[Floppinjay is a thief, so the GM checks on Table 1.3.10.4f: Thief To-Hit Table to see if a 14 hits AC 6 [14] (using the 6, because this group uses descending AC). As a level 2 thief, Floppinjay needs a 15 to hit armour class 6, so the attack misses.]

GM: Near miss. The blow catches on his shield.

Eric: These guys have shields?

GM: Yep. Studded leather armour and shields. Armed with spears. [Considers morale of the orcs—they've lost more than 50% of their party. The GM assigns +15% for this; plus another 40% for the 4 allies down, -20% for the 2 PCs down; additional ad hoc -25% because they're fighting an elf and have him outnumbered 2:1. Total modifier +10%; rolls 54 = the orcs will disengage and retreat]. The 2 orcs disengage and retreat towards a passage in the southeast corner of the cave.

Eric: Can we chase them?

GM: Sure, next round. They've got a 30ft headstart, so they are 10ft from the exit at the end of this round. Chuck's spell goes off and Jason gets [rolls 1d8 (most GMs let the player roll this die)] 8 hit points back. You're still unconscious, though, because you went below zero. Mary wakes Bob up and he spits out some water. The 4 orcs are still asleep but it looks like the choking from inhaling the water is going to wake them up next round. Actions?

Bob, Mary, and Chuck: Finish off the sleeping orcs before they wake up.

Eric: So we're not gonna chase those two that ran away? OK, I finish off the other sleeping orc.

GM: Done. As the two orcs flee out of the room you hear one of them calling out in orcish something that sounds like "unleash the Dogs of War." Now what?

Mary: We look around the room. What do we see? How big is it?

GM: The cave is irregularly-shaped, approximately 50ft wide east-west by 90ft long north-south. The stream enters via the southwest corner and exits in the middle of the north wall. There are 5ft wide passages out of the northeast and northwest corners, both going roughly east. The 2 orcs fled down the southeast passage. The ceiling is about 15ft high in the centre of the cavern, about 8ft high on the two passages, much lower on the stream going north. West of the stream there's nothing but dirt and rocks. On the east side there are piles of sleeping skins, vile looking foodstuffs, waterskins, and a crude table that appears to have a pair of dice and some coins on it.

Eric: I check out the table. What type and how many coins are there? Is there anything else on the table?

Mary: I use my staff to sort through the piles of bedrolls and food. Do I find anything interesting or unusual?

Bob: Chuck and I pull the orc bodies onto the west shore of the stream and examine them. Do any of them have any jewellery or unusual accoutrements? Does any of them look like a leader-type?

GM: There are about 2 dozen silver and 7 gold coins on the table. Aside from the dice there's nothing else there. You find a few copper and silver coins but nothing else of interest in the bedding. None of the orcs appears to be a leader-type; none of them has any treasure or unusual item aside from a few more copper and silver coins. You hear voices down the southeast passage—they're speaking in orcish and it sounds like way more than two of them.

Bob: Alright, let's gather up the silver and gold coins and the dice I suppose, and beat a retreat back to the surface. Chuck and I will carry Groin's body, Alice will light the way with the torch and Floppinjay will bring up the rear. I assume it's still daylight outside?

GM: It's been, like, half an hour tops.

Bob: Right, so these orcs probably won't try to pursue us into daylight.

Eric: Hold up, I'm not leaving yet. I dump out my two oil flasks by the southeast passage and want to set up a trip-wire with an ember to ignite the pool when someone crosses it. Can I do that?

GM: Sure, you've got the same chance to set a trap as you do to disarm one.

Bob: What are you doing? Come on!

Eric: I want to give these guys something to remember us by.

Bob: Whatever, the rest of us aren't waiting. Catch up when you're done...

Eric: Okay, so I'm setting the trap. What do I need to roll?

GM: Well, first, give me a d6 roll.

Eric: Umm, why?

GM: For surprise…

Eric: [rolls] 5! Ha!

GM: You're not surprised, then. [Surprise is usually on a 1 or 2, see Section 1.6.1.1] You turn to see 4 large dogs bearing down on you from the northeast passage. They're currently 80ft away and charging.

Mary: I guess those are the "dogs of war," eh? I figured that was just a code-phrase, like "Hey, Rube"…

GM: Nobody but Eric is in the room. Initiative? [rolls] They have a 5.

Eric: [rolls] 6, but I'm using a missile weapon, so -1 for my Dex. So 5, tie! [Floppinjay has a 16 Dex, and the -1 to Eric's action segment is found in Table 1.1.3a: Dexterity under "Initiative Effect on Missile Combat"]

GM: You can get a shot off before they reach you, then.

Eric: I'm attacking dog #2; [rolls a d20] 15 +1 for Dex = 16. That's got to be a hit!

GM: Yep.

Eric: [rolls] 3 points damage.

GM: Dog #2 whimpers and holds up, but the other 3 continue their charge and leap to attack, attempting to drag you down. You don't have a melee weapon ready, so you can't fend them off. You've got a 16 Dex, so they have a -1 on their to-hit roll. [Rolls once]. The first dog gets a hit to overbear.

[This is unarmed combat. The first step would usually allow Floppinjay to "fend off" the dogs, but he doesn't have a melee weapon ready (he is using a missile weapon). Each dog (looking up "dog" in the GMG) hits a size M opponent on a die roll of 10, and they have a +4 to the roll because they are charging. Now the GM has determined that the first attempt is a hit, the process moves to the Overbearing Results table, where each combatant has an attack and defense modifier.]

GM: What's your defense modifier against overbearing?

Eric: +0.

GM: Okay, they have a +2 on their attacker modifier. [Rolls a d6 and gets a 3. He adds the +2 modifier, getting a 5, which indicates a success for the dog to overbear. The GM checks the results.]

You're knocked prone, you take a hit point of damage, and the dog can continue with a normal attack. [Rolls a normal melee attack for the dog.] It misses. The other dogs were going to try to overbear or attack; since you're already prone they will just do normal melee attacks. Since you're prone, they have a +4 to hit. [Rolls attacks for the remaining dogs.] One hit, one miss. You take another 3 points of damage.

Eric: I'm down to one hit point. So I'm prone; can I get back up?

GM: When you're overborne you can't get up unless you're larger than the opponent, which you aren't. These are mastiffs, so they are size Medium like you. The only way you can get up is if the dog gets killed. Roll initiative.

Eric: I'm going to switch to my short sword and yell for help.

GM: [rolls] 5!

Eric: [rolls] 5! Tied again!

GM: In 5, a group of 8 orcs including 2 leader-types in chain-mail and carrying broadswords enter via the southeast passage and see you lying there. "Ha ha, look what the mutts dragged down!"

Eric: I surrender!

Mary: Umm, don't orcs normally refuse to take elves as prisoners?

GM: 'fraid so…

Eric: Blerg.

AFTERWORD

As is traditional with RPGs, I suppose I should finish the OSRIC rules with a few words of advice for the newer player and, particularly, for the newer GM. At this point, it's traditional to remind players that the GM can change or ignore any rule whatsoever, as he or she sees fit or on a whim, with or without giving a reason—please consider yourself reminded. And the traditional advice to GMs is the same here too: Never follow a rule over a cliff.

Please do follow this advice, it'll improve your game.

Having said that, I can go on to say the things I really wanted to say in the afterword. They are: First, play OSRIC fast. Part of the beauty of this system is, with a little knowledge and practice, you can run a battle between ten player characters with a dozen hirelings and henchmen and a handful of summoned monsters on one side, and thirty ogres with a shaman and two dozen worgs on the other, and you can resolve it in thirty minutes flat. It helps to roll dice in handfuls, but the big things that make that possible are the simplicity of the combat rules and morale. Don't forget morale, it's important—it's for skipping over the boring bits. The moment it becomes obvious to intelligent monsters that they'll lose a fight, they will run or surrender.

And this brings me to the second thing, which is, please do skip over the boring bits. Fudge things to make them faster. And if they can't be fudged, then the GM and players should share jobs fairly—if the party's using detailed encumbrance rules, then the GM shouldn't have to do all the bean–counting. After all, the GM is busy doing GM-like things, such as drinking the beer that's so vital to his or her concentration or laughing cruelly at the players' latest mistake, and so has no time to do math.

The third thing is, in OSRIC generating a player character is fast. If you die, it's a quick and easy job to roll a new character and get straight back into the action. Which means that dying isn't so much of a pain in the neck as it might be with other systems.

Assume you will lose some player characters from time to time and plan accordingly. Once you're past the first few levels, most players should accumulate a few henchmen who can replace their main character if the main character dies (or is petrified, disintegrated, converted to green slime, swallowed whole by some huge monster, falls into a sphere of annihilation, or ... well, OSRIC's a dangerous world, lots of things can happen).

If you die and fail your resurrection chance, deal with it with good grace. Sure—nobody likes to lose a character, but don't take it too seriously. This is a game. In OSRIC, you aren't entitled to be the hero. You might just get to be the hero, but don't expect it as a right.

And there's a fourth thing: Make sure everyone 'round the table gets a chance to have their say, but don't tolerate dithering. If your GM asks you, "What do you do now?" then you'd better answer at once or expect to lose your opportunity.

The fifth and last thing is, your GM isn't called a "story–teller" for a reason. He or she isn't telling you a story with you cast as the protagonist. The GM creates a world—you create a character who wants something. It's up to you to go out and get it. Story is the result of the game, not a process within it.

Have fun!

—Stuart Marshall

INDEX

A

Ability Scores *13, 19, 20, 21, 23, 24, 26, 27, 28*

Acid *78, 97, 140*

Age *21, 22, 24, 25, 26, 27, 28*

Alchemist *21, 22, 24, 25, 26, 27, 28*

Alignment *71, 72, 182, 192*

Ancestry *21, 22, 24, 25, 26, 27, 28*

Armour *5, 29, 32, 33, 36, 37, 40, 41, 43, 44, 46, 47, 50, 51, 52, 54, 55, 56, 59, 60, 63, 64, 68, 79, 80, 93*

Armour Class *5, 32, 36, 40, 43, 46, 50, 52, 54, 55, 59, 63, 68, 79, 80, 93*

Assassins *28, 29, 30, 31*

Astral Plane *156, 197, 249*

Attack Roll *106, 109. See also To-Hit Roll*

C

Chaos *71, 72, 182, 192. See also Alignment*

Character Classes *21, 22, 24, 25, 27, 28, 29*

Charge *95, 115*

Charisma *9, 18, 20, 27, 95, 98, 100, 255. See also Reaction Check*

Clerics *33, 34, 65, 97, 141, 159, 177, 230*

Cleric Spells *126, 132, 136, 142, 148, 152, 156*

Combat *15, 30, 65, 80, 81, 87, 90, 91, 92, 93, 94, 96, 102, 103, 105, 109, 258*

Concealment *96*

Conditions *96, 102, 167*

Constitution *9, 16, 20, 21, 23, 26, 27, 35, 42, 46, 49, 52, 53, 58, 62, 66, 151, 159, 225, 245*

Cover *1, 96*

D

Damage *14, 32, 52, 53, 54, 76, 77, 78, 89, 97, 99, 108, 110, 111, 134, 164, 165, 168, 215, 250*

Death *32, 35, 40, 43, 46, 50, 55, 59, 63, 68, 99, 101, 126, 139, 142, 160, 164, 180, 199, 200, 215, 235*

Dexterity *9, 15, 21, 24, 26, 28, 32, 51, 52, 55, 67, 90, 91, 92, 107, 111, 112, 129, 137, 183, 184, 187, 188, 204, 209, 255, 258*

Disguise *30*

Distance Measurement *85*

Divine *34, 35, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 226*

Doors *119, 120, 122, 211, 237*

Druids *28, 37, 38, 80, 162, 176, 177, 179, 230*

Dual-Classing *69*

Dwarfs *9, 20, 21, 120*

E

Elves *21, 22, 23, 181, 239*

Encounters *117*

Encumbrance *14, 73, 77, 86, 87, 88*

Equipment *73, 74*

Evil *33, 57, 71, 72, 126, 128, 129, 130, 146, 149, 152, 199, 205, 209, 219. See also Alignment*

F

Falling *89*

Fighters *41, 70, 92*

G

Gnomes *23, 24*

Good *56, 60, 64, 71, 72, 128, 130, 146, 150, 206, 209, 219, 256. See also Alignment*

Grappling *74, 81, 103, 105, 108, 109, 110, 111, 112, 114*

H

Half-elves *24, 25*

Halflings *26, 27*

Henchmen *30, 31, 100*

Hirelings *100*

Hit points *5*

I

Illusionists *44*

Infravision *89, 113, 117, 183, 187, 199, 209, 214, 217*

Initiative *15, 90, 92, 94, 257, 258*

Invisibility *45, 160, 162, 167, 182, 184, 186, 189, 191, 199, 200, 210, 217, 242*

L

Language *1, 72*

Law *71, 72. See also Alignment*

Light *20, 22, 23, 25, 26, 27, 45, 70, 89, 126, 128, 129, 137, 156, 160, 164, 180, 182, 183, 184, 187, 188, 199, 204, 209, 235*

Listening at Doors*. See Doors*

Loyalty *18, 100*

M

Missiles *52, 78, 199, 219*

Money *73*

Monks *28, 51, 54, 55, 69*

Morale *100*

Movement *14, 20, 21, 22, 23, 24, 26, 27, 28, 38, 40, 54, 73, 77, 79, 80, 86, 87, 88, 93, 107, 112, 115, 118, 157, 158*

N

Non-Lethal Combat*. See Unarmed Combat*

O

Oil *74, 78*

Overbearing *81, 105, 108, 113, 114, 115, 258*

P

Paladins *56, 92*

Poison *30, 32, 35, 40, 43, 46, 50, 53, 55, 59, 63, 68, 99, 100, 126, 135, 145, 160, 167, 168, 197, 198, 252*

Pummeling. *See Unarmed Combat*

R

Raise Dead *126, 151*

Rangers *60, 92*

S

Scrolls *30, 44, 47, 66, 139, 171, 215*

Shields *1, 79*

- Spells *123, 125, 126, 132, 136, 139, 142, 148, 152, 156, 160, 161, 163, 166, 169, 171, 173, 176, 178, 182, 185, 187, 190, 192, 194, 197, 199, 201, 208, 214, 215, 221, 224, 225, 227, 234, 236, 240, 241, 244, 247, 249*
- Arcane *47, 48, 49, 61, 62, 93, 182, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253*
- Druidic *37, 39, 40, 61, 62, 102, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181*
- Ethereal *102, 156, 178, 235*
- Phantasmal *44, 45, 46, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 218*

Surprise *15, 22, 26, 88, 90, 91, 92, 255, 258*

System Shock *16*

T

Thieves *21, 30, 31, 64, 65, 75, 118*

To-Hit Roll *105, 106, 107, 109, 112. See also Attack Roll*

Traps *32, 54, 55, 65, 67, 68, 120, 121, 126, 133*

Turning the Undead *97, 98*

U

Unarmed Combat *81, 105*

W

Weaponless Combat. *See Unarmed Combat*

Weapons *29, 32, 33, 35, 37, 40, 41, 43, 44, 46, 47, 50, 51, 55, 56, 59, 60, 63, 64, 68, 76, 77, 78, 95, 105*

Wisdom *9, 13, 17, 19, 34, 38, 52, 53, 57, 61, 127, 131, 133, 143, 148, 149, 150, 151, 152, 217*

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